



CHAPTER 5: EQUIPMENT

The marketplace of a large city teems with buyers and sellers of many sorts: dwarf smiths and elf woodcarvers, halfling farmers and gnome jewelers, not to mention humans of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This chapter details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

STARTING EQUIPMENT

When you create your character, you receive equipment based on a combination of your class and background. Alternatively, you can start with a number of gold pieces based on your class and spend them on items from the lists in this chapter. See the Starting Wealth by Class table to determine how much gold you have to spend.

You decide how your character came by this starting equipment. It might have been an inheritance, or goods that the character purchased during his or her upbringing. You might have been equipped with a weapon, armor, and a backpack as part of military service. You might even have stolen your gear. A weapon could be a family heirloom, passed down from generation to generation until your character finally took up the mantle and followed in an ancestor's adventurous footsteps.

STARTING WEALTH BY CLASS

Class	Funds
Artificer †	5d4 x 10 gp
Barbarian	2d4 x 10 gp
Bard	5d4 x 10 gp
Cleric	5d4 x 10 gp
Druid	2d4 x 10 gp
Fighter	5d4 x 10 gp
Monk	5d4 gp
Paladin	5d4 x 10 gp
Ranger	5d4 x 10 gp
Rogue	4d4 x 10 gp
Sorcerer	3d4 x 10 gp
Warlock	4d4 x 10 gp
Wizard	4d4 x 10 gp

† *Tasha's Cauldron of Everything*, chapter 1

WEALTH

Wealth appears in many forms in a D&D world. Coins, gemstones, trade goods, art objects, animals, and property can reflect your character's financial well-being. Members of the peasantry trade in goods, bartering for what they need and paying taxes in grain and cheese.

Members of the nobility trade either in legal rights, such as the rights to a mine, a port, or farmland, or in gold bars, measuring gold by the pound rather than by the coin. Only merchants, adventurers, and those offering professional services for hire commonly deal in coins.

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 are the gold piece (gp), the silver piece (sp), and the copper piece (cp).

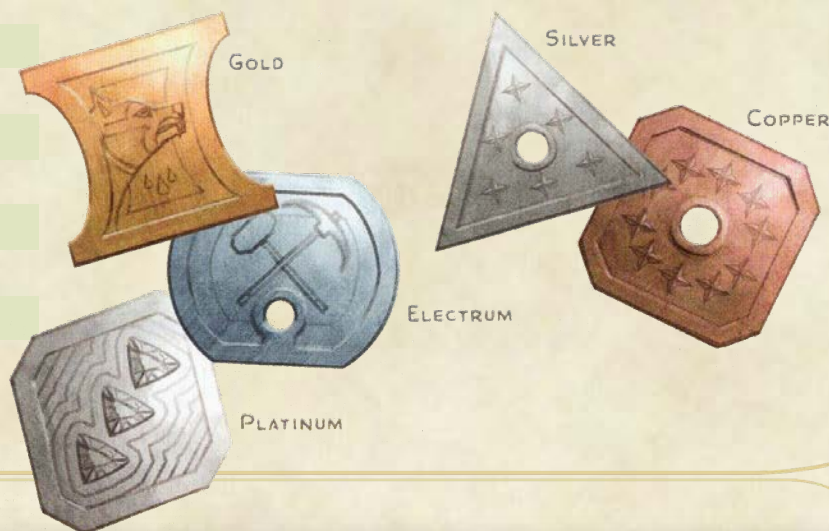
With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn.

One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk.

In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

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



STANDARD EXCHANGE RATES

Coin	ip	cp	sp	ep	gp	mp	ap	pp
Iron (ip) †	1	1/5	1/50	1/250	1/500	1/500	1/1,000	1/5,000
Copper (cp)	5	1	1/10	1/50	1/100	1/100	1/200	1/1,000
Silver (sp)	50	10	1	1/5	1/10	1/10	1/20	1/100
Electrum (ep)	250	50	5	1	1/2	1/2	1/4	1/20
Gold (gp)	500	100	10	2	1	1	1/2	1/10
Mithral (gp) ††	500	100	10	2	1	1	1/2	1/10
Adamantine (ap) †††	1,000	200	20	4	2	2	1	1/5
Platinum (pp)	5,000	1,000	100	20	10	10	5	1

† *Player's Handbook*, chapter 5 and *Waterdeep: Dungeon of the Mad Mage*, level 21

†† *Waterdeep: Dragon Heist*, chapter 4

††† *Waterdeep: Dungeon of the Mad Mage*, chapter 6

SELLING TREASURE

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

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

Magic Items. Selling magic items 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. The value of magic is far beyond simple gold and should always be treated as such.

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 — bars of iron, bags of salt, livestock, and so on — retain their full value in the market and can be used as currency.

VARIANT: EQUIPMENT SIZES

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

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

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit an armorsmith, tailor, leatherworker, or similar expert to make the item 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.



ARMOR AND SHIELDS

D&D worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of armor types, ranging from leather armor to chain mail to costly plate armor, with several other kinds of armor in between. The Armor table collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.

The Armor table shows the cost, weight, and other properties of the common types of armor and shields used in the worlds of D&D.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. 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). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. 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.

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

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

PRIDE SILK †

An outfit made of pride silk weighs 4 pounds and costs 500 gp. If you aren't wearing armor, your base Armor Class is 11 + your Dexterity modifier while wearing it.

LIGHT ARMOR

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

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

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.

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

MEDIUM ARMOR

Medium armor offers more protection than light armor, but it also impairs movement more. 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.

Hide. This crude armor consists of thick furs and pelts.

Chain Shirt. Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

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.

Spiked †† Spiked armor is a rare type of medium armor made by dwarves. It consists of a leather coat and leggings covered with spikes that are usually made of metal.

Breastplate. This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Half Plate. Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

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.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail. This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail. Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

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

Plate. Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

† *Explorer's Guide to Wildemount*, chapter 3

†† *Sword Coast Adventurer's Guide*, chapter 4

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Pride Silk Outfit †	500 gp	11 + Dex modifier	--	--	4 lb.
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	--	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	--	--	10 lb.
Studded leather	45 gp	12 + Dex modifier	--	--	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	--	--	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	--	--	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	--	Disadvantage	45 lb.
Spiked ††	75 gp	14 + Dex modifier (max 2)	--	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	--	--	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	--	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	--	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	--	--	6 lb.

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff a type of armor or a shield is shown in the Donning and Doffing Armor table.

Don. This is the time it takes to put on the item. You benefit from its AC only if you take the full time to don it.

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

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

† *Explorer's Guide to Wildemount*, chapter 3

†† *Sword Coast Adventurer's Guide*, chapter 4

††† *Xanathar's Guide to Everything*, chapter 2

SLEEPING IN ARMOR †††

Sleeping in light armor has no adverse effect on the wearer, but sleeping in medium or heavy armor makes it difficult to recover fully during a long rest.

When you finish a long rest during which you slept in medium or heavy armor, you regain only one quarter of your spent Hit Dice (minimum of one die). If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level.



WEAPONS

Your class grants proficiency in certain weapons, reflecting both the 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.

The Weapons table shows the most common weapons used in the worlds of D&D, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

WEAPON PROFICIENCY

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

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 (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

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

Finesse. 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.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

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

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long 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.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it (see chapter 9).

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

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. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it. This property is relevant only when you attack with the weapon, not when you simply hold it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property — the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

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

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

ADAMANTINE WEAPONS ††

Adamantine is an ultrahard metal found in meteorites and extraordinary mineral veins. In addition to being used to craft *adamantine armor*, the metal is also used for weapons.

Melee weapons and ammunition made of or coated with adamantine are unusually effective when used to break objects. Whenever an adamantine weapon or piece of ammunition hits an object, the hit is a critical hit.

The adamantine version of a melee weapon or of ten pieces of ammunition costs 500 gp more than the normal version, whether the weapon or ammunition is made of the metal or coated with it.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten 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.

Boomerang. ††† The boomerang is a ranged weapon, and any creature proficient with the javelin is also proficient with this weapon. On a miss, a boomerang returns to the thrower's hand.

Double-Bladed Scimitar. †††† If you attack with a double-bladed scimitar as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 slashing damage on a hit, instead of 2d4.

Hoopak. † When you make a melee attack with this weapon, you ignore its ammunition property. You can use the hoopak as a martial ranged weapon. If you do, it uses the ammunition property, uses sling bullets, and deals 1d4 bludgeoning damage on a hit.

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

Net. 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.

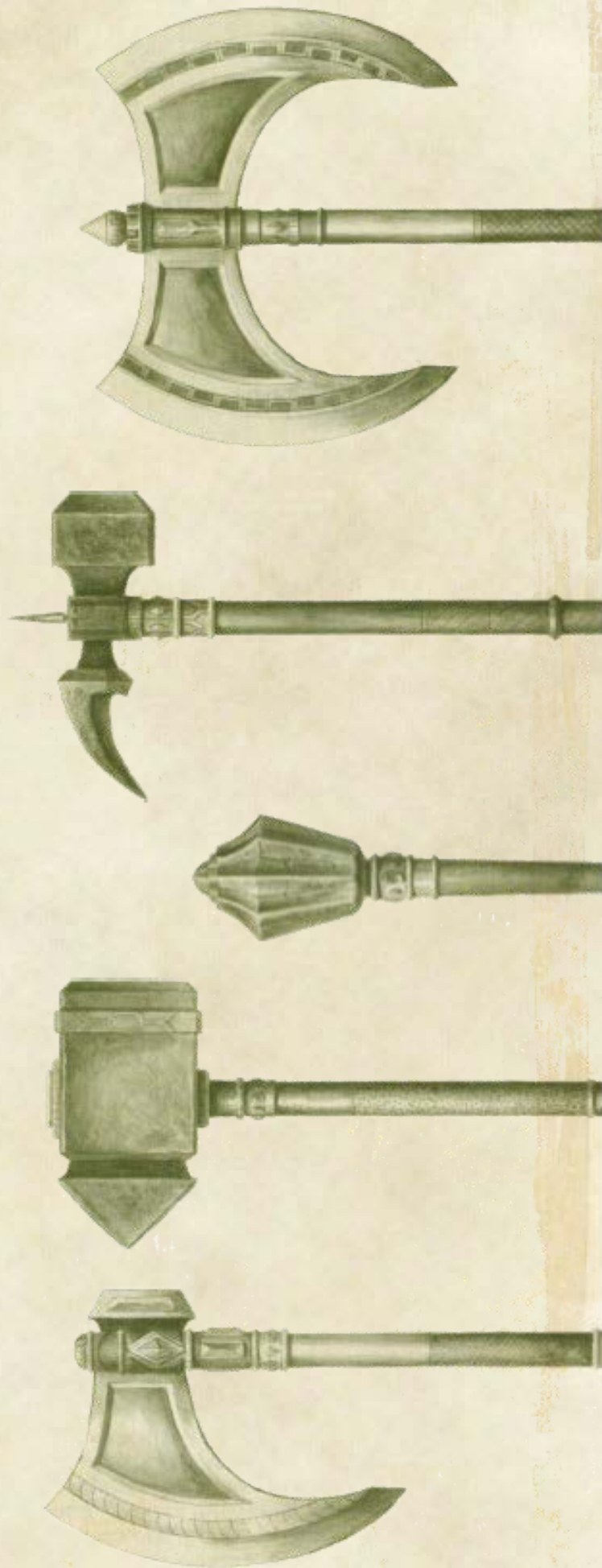
When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

† *Dragonlance: Shadow of the Dragon Queen*, appendix A

†† *Xanathar's Guide to Everything*, chapter 2

††† *Princes of the Apocalypse*, chapter 7

†††† *Eberron: Rising from the Last War*, chapter 1



RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
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Simple Ranged Weapons

Boomerang †	--	1d4 bludgeoning	--	special, thrown (range 60/120)
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	--	Ammunition (range 30/120)

Martial Ranged Weapons

Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	--	3 lb.	Special, thrown (range 5/15)

† *Princes of the Apocalypse*, chapter 7

AMMUNITION

Item	Cost	Weight
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1 ½ lb.
Sling bullets (20)	4 cp	1 ½ lb.

MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	--
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Yklwa †	1 gp	1d8 piercing	3 lb.	Thrown (range 10/30)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	-
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Hoopak ††	1 sp	1d6 piercing	2 lb.	Ammunition (range 40/160), finesse, special, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	--
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Scimitar, double-bladed †††	100 gp	2d4 slashing	6 lb.	Special, two-handed
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	-
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach

† *Tomb of Annihilation*, chapter 1

†† *Dragonlance: Shadow of the Dragon Queen*, appendix A

††† *Eberron: Rising from the Last War*, chapter 1

ADVENTURING GEAR

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Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb.	Oil (flask)	1 sp	1 lb.
Acid (vial)	25 gp	1 lb.	Perfume (vial)	5 gp	--
Alchemist's fire (flask)	50 gp	1 lb.	Pick, miner's	2 gp	10 lb.
Antitoxin (vial)	50 gp	--	Piton	5 cp	1/4 lb.
Block and tackle	1 gp	5 lb.	Pole (10-foot)	5 cp	7 lb.
Bedroll	1 gp	7 lb.	<i>Potion of healing</i>	50 gp	1/2 lb.
Bell	1 gp	--	Ram, portable	4 gp	35 lb.
Blanket	5 sp	3 lb.	Rations (1 day)	5 sp	2 lb.
Chain (10 feet)	5 gp	10 lb.	Rain catcher ††	1 gp	5 lb.
Chalk (1 piece)	1 cp	--	Rope, hempen (50 feet)	1 gp	10 lb.
Climber's kit	25 gp	12 lb.	Rope, silk (50 feet)	10 gp	5 lb.
Crampons (2) †	2 gp	1/4 lb.	Scale, merchant's	5 gp	3 lb.
Crowbar	2 gp	5 lb.	Shovel	2 gp	5 lb.
Fishing tackle	1 gp	4 lb.	Signal whistle	5 cp	--
Grappling hook	2 gp	4 lb.	<i>Snare Equipment</i>		
Hammer	1 gp	3 lb.	Ball bearings (bag of 1,000)	1 gp	2 lb.
Hammer, sledge	2 gp	10 lb.	Caltrops (bag of 20)	1 gp	2 lb.
Healer's kit	5 gp	3 lb.	Hunting trap	5 gp	25 lb.
Holy water (flask)	25 gp	1 lb.	Snow shoes †	2 gp	4 lb.
Hourglass	25 gp	1 lb.	Soap	2 cp	--
Insect repellent (block of incense) ††	1 sp	--	Spellbook	50 gp	3 lb.
Insect repellent (greasy salve) ††	1 gp	--	Spikes, iron (10)	1 gp	5 lb.
<i>Light Sources</i>			Spyglass	1,000 gp	1 lb.
Candle	1 cp	--	Tent, two-person	2 gp	20 lb.
Lamp	5 sp	1 lb.	Tinderbox	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.	Whetstone	1 cp	1 lb.
Lantern, hooded	5 gp	2 lb.	<i>Writing Supplies</i>		
Torch	1 cp	1 lb.	Book	25 gp	5 lb.
Ladder (10 foot)	1 sp	25 lb.	Ink (1 ounce bottle)	10 gp	--
Lock	10 gp	1 lb.	Ink pen	2 cp	--
Magnifying glass	100 gp	--	Paper (one sheet)	2 sp	--
Manacles	2 gp	6 lb.	Parchment (one sheet)	1 sp	--
Mess kit	2 sp	1 lb.	Sealing wax	5 sp	--
Mirror, steel	5 gp	1/2 lb.	Signet ring	5 gp	--

† *Icwind Dale: Rime of the Frostmaiden*, chapter 1

†† *Tomb of Annihilation*, chapter 1

This section describes items that have special rules or require further explanation.

Acid. As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

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.

Antitoxin. A creature that drinks this vial of liquid gains advantage on saving throws against poison for 1 hour. It confers no benefit to undead or constructs.

Ball Bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

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 particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

Caltrops. 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.

Candle. For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Chain. A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit. A climber's kit 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.

Crampons. † A crampon is a metal plate with spikes that is strapped to the sole of a boot. A creature wearing crampons can't fall prone while moving across slippery ice.

Crowbar. Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

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

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.

Holy Water. 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 a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

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

Insect Repellent (Block of Incense). †† When lit, it burns for 8 hours and repels normal insects within a 20-foot-radius centered on it. It does not protect against giant insects or the vile swarms of insects described in appendix A of the *Monster Manual*.

Insect Repellent (Greasy Salve). †† A gourd or vial of salve contains 20 applications of odorless grease. One application protects its wearer against normal insects for 24 hours. The salve is waterproof so it doesn't wash off in rain. It does not protect against giant insects or the vile swarms of insects described in appendix A of the *Monster Manual*.

Lamp. A lamp casts bright light in a 15-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Bullseye. A 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, Hooded. A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.

† *Icwind Dale: Rime of the Frostmaiden*, chapter 1

†† *Tomb of Annihilation*, chapter 1

Lock. A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your DM may decide that better locks are available for higher prices.

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 ignite, 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. These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit. This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

Oil. Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. 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.

Potion of Healing. A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Rain Catcher. † A rain catcher is a simple contraption consisting of a 5-foot-square leather tarp and a wooden frame with legs. When the tarp is stretched across the wooden frame, it forms a basin that can catch 2 gallons of drinking water per inch of rainfall and hold up to 8 gallons. The tarp and wooden frame fold up for easy transport.

Ram, Portable. 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. Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

Rope. Rope, whether made of hemp or silk, has 2 hit points and can be burst with a DC 17 Strength check.

Scale, Merchant's. A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Sealing Wax. When you press a signet ring into warm sealing wax, you leave an identifying mark.

Signet Ring. Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark.

Snow Shoes. †† Snowshoes reduce the likelihood of their wearer getting stuck in the deep snow.

Spellbook. Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

Spikes, Iron. Standard iron spikes typically used with a hammer.

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

Tent. A simple and portable canvas shelter, a tent sleeps two.

Tinderbox. This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch — or anything else with abundant, exposed fuel — takes an action. Lighting any other fire takes 1 minute.

Torch. 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.

CLOTHES

Common. This set of clothes could consist of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Cold Weather. †† This outfit consists of a heavy fur coat or cloak over layers of wool clothing, as well as a fur-lined hat or hood, goggles, and fur-lined leather boots and gloves. As long as cold weather clothing remains dry, its wearer automatically succeeds on saving throws against the effects of extreme cold.

Costume. This set of clothes is fashioned after a particular costume, typically meant for entertaining.

Fine. This set of clothes is designed specifically to be expensive and to show it, including fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Precious metals and gems could be worked into the clothing.

Traveler's. This set of clothes could consist of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

CLOTHES

Item	Cost	Weight
Common	5 sp	3 lb.
Cold weather ††	10 gp	5 lb.
Costume	5 gp	4 lb.
Fine	15 gp	6 lb.
Pride Silk Outfit †††	500 gp	4 lb.
Robes	1 gp	4 lb.
Traveler's	2 gp	4 lb.

† *Tomb of Annihilation*, chapter 1

†† *Icewind Dale: Rime of the Frostmaiden*, chapter 1

††† *Explorer's Guide to Wildemount*, chapter 3

CONTAINERS

Case, Crossbow Bolt. This wooden case can hold up to twenty crossbow bolts.

Case, Map or Scroll. This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Component Pouch. A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Pouch. A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things.

SPELLCASTING FOCUS

Arcane Focus. An arcane focus is a special item — an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item — designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus, as described in chapter 10.

Druidic Focus. A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus, as described in chapter 10.

Holy Symbol. A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol

representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

SPELLCASTING FOCUS

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.
<i>Druidic focus</i>		
Sprig of mistletoe	1 gp	-
Totem	1 gp	-
Wooden staff	5 gp	4 lb.
Yew wand	10 gp	1 lb.
<i>Holy symbol</i>		
Amulet	5 gp	1 lb.
Emblem	5 gp	-
Reliquary	5 gp	2 lb.

CONTAINER CAPACITY

Container	Cost	Weight	Capacity
Backpack *	2 gp	5 lb.	1 cubic foot/30 pounds of gear
Barrel	2 gp	70 lb.	40 gallons liquid, 4 cubic feet solid
Basket	4 sp	2 lb.	2 cubic feet/40 pounds of gear
Bottle, glass	2 gp	2 lb.	1 1/2 pints liquid
Bucket	5 cp	2 lb.	3 gallons liquid, 1/2 cubic foot solid
Case, crossbow bolt	1 gp	1 lb.	20 crossbow bolts
Case, map or scroll	1 gp	1 lb.	10 sheets of paper or 5 sheets of parchment
Chest	5 gp	25 lb.	12 cubic feet/300 pounds of gear
Component pouch	25 gp	2 lb.	--
Flask or tankard	2 cp	1 lb.	1 pint liquid
Jug or pitcher	2 cp	4 lb.	1 gallon liquid
Pot, iron	2 gp	10 lb.	1 gallon liquid
Pouch	5 sp	1 lb.	1/5 cubic foot/6 pounds of gear
Quiver	1 gp	1 lb.	20 arrows
Sack	1 cp	1/2 lb.	1 cubic foot/30 pounds of gear
Vial	1 gp	--	4 ounces liquid
Waterskin	2 sp	5 lb. (full)	4 pints liquid

*You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.

EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Burglar's Pack (16 gp). Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack (39 gp). Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack (12 gp). Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack (40 gp). Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

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

Monster Hunter's Pack (33 gp). † Includes a chest, a crowbar, a hammer, three wooden stakes, a holy symbol, a flask of holy water, a set of manacles, a steel mirror, a flask of oil, a tinderbox, and 3 torches.

Priest's Pack (19 gp). Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack (40 gp). Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

POISONS ††

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins, drow, and other evil creatures.

Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

SAMPLE POISONS

Each type of poison has its own debilitating effects.

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.

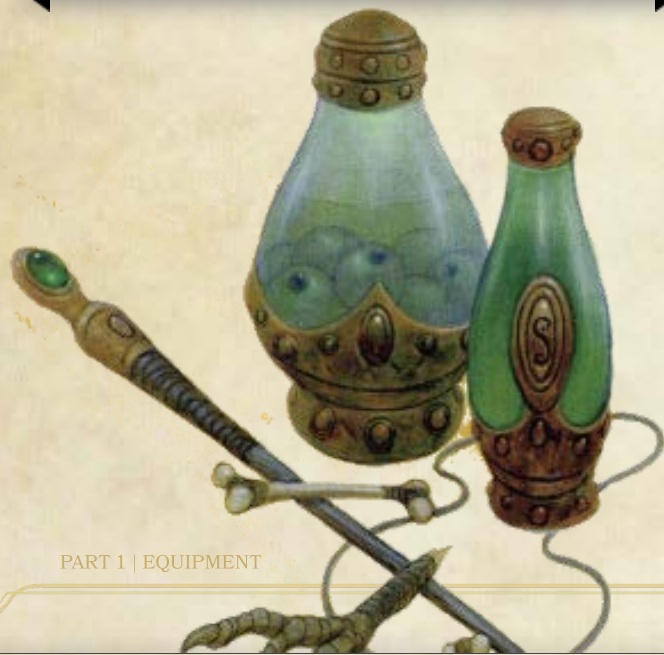
Basic Poison (Injury). You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must succeed on a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Burnt Othur Fumes (Inhaled). †† A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Carrion Crawler Mucus (Contact). †† This poison must be harvested from a dead or incapacitated carrion crawler. 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.

† *Van Richten's Guide to Ravenloft*, chapter 1

†† *Dungeon Master's Guide*, chapter 8



Drow Poison (Injury) † This poison is typically made only by the drow, and only in a place far removed from sunlight. 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.

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.

Malice (Inhaled) † A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

Midnight Tears (Ingested) † A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

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.

Purple Worm Poison (Injury) † This poison must be harvested from a dead or incapacitated purple worm. 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.

Serpent Venom (Injury) † This poison must be harvested from a dead or incapacitated giant poisonous snake. 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.

Torpor (Ingested) † A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

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.

Wyvern Poison (Injury) † This poison must be harvested from a dead or incapacitated wyvern. 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.

PURCHASING POISON †

In some settings, strict laws prohibit the possession and use of poison, but a black-market dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison relatively easily. Other characters might have to make extensive inquiries and pay bribes before they track down the poison they seek.

The Poisons table gives suggested prices for single doses of various poisons.

POISONS

Item	Type	Price per Dose
Assassin's blood †	Ingested	150 gp
Basic poison	Injury	100 gp
Burnt othur fumes †	Inhaled	500 gp
Carrion crawler mucus †	Contact	200 gp
Drow poison †	Injury	200 gp
Essence of ether †	Inhaled	300 gp
Malice †	Inhaled	250 gp
Midnight tears †	Ingested	1,500 gp
Oil of taggit †	Contact	400 gp
Pale tincture †	Ingested	250 gp
Purple worm poison †	Injury	2,000 gp
Serpent venom †	Injury	200 gp
Torpor †	Ingested	600 gp
Truth serum †	Ingested	150 gp
Wyvern poison †	Injury	1,200 gp

CRAFTING AND HARVESTING POISON †

During downtime between adventures, you can use the crafting rules in chapter 8 to create basic poison if you have proficiency with a poisoner's kit. At the DM's discretion, you can craft other kinds of poison. Not all poison ingredients are available for purchase, and tracking down certain ingredients might form the basis of an entire adventure.

You can instead attempt to harvest poison from a poisonous creature, such as a snake, wyvern, or carrion crawler. The creature must be incapacitated or dead, and the harvesting requires 1d6 minutes followed by a DC 20 Intelligence (Nature) check. (Proficiency with the poisoner's kit applies to this check if the character doesn't have proficiency in Nature). On a successful check, you harvest enough poison for a single dose. On a failed check, you are unable to extract any poison. If you fail the check by 5 or more and do not have proficiency with a poisoner's kit, you are subjected to the creature's poison.

† *Dungeon Master's Guide*, chapter 8

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the DM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

TOOL PROFICIENCIES †

Tool proficiencies are a useful way to highlight a character's background and talents. At the game table, though, the use of tools sometimes overlaps with the use of skills, and it can be unclear how to use them together in certain situations. This section offers various ways that tools can be used in the game.

TOOLS AND SKILLS TOGETHER

Tools have more specific applications than skills. The History skill applies to any event in the past. A tool such as a forgery kit is used to make fake objects and little else. Thus, why would a character who has the opportunity to acquire one or the other want to gain a tool proficiency instead of proficiency in a skill?

To make tool proficiencies more attractive choices for the characters, you can use the methods outlined below.

Advantage. If the use of a tool and the use of a skill both apply to a check, and a character is proficient with the tool and the skill, consider allowing the character to make the check with advantage. This simple benefit can go a long way toward encouraging players to pick up tool proficiencies. In the tool descriptions that follow, this benefit is often expressed as additional insight (or something similar), which translates into an increased chance that the check will be a success.

Added Benefit. In addition, consider giving characters who have both a relevant skill and a relevant tool proficiency an added benefit on a successful check. This benefit might be in the form of more detailed information or could simulate the effect of a different sort of successful check. For example, a character proficient with mason's tools makes a successful Wisdom (Perception) check to find a secret door in a stone wall. Not only does the character notice the door's presence, but you decide that the tool proficiency entitles the character to an automatic success on an Intelligence (Investigation) check to determine how to open the door.

† *Xanathar's Guide to Everything*, chapter 2

TOOL DESCRIPTIONS

The following sections go into detail about the tools presented in the *Player's Handbook*, offering advice on how to use them in a campaign.

Components. The first paragraph in each description gives details on what a set of supplies or tools is made up of. A character who is proficient with a tool knows how to use all of its component parts.

Skills. Every tool potentially provides advantage on a check when used in conjunction with certain skills, provided a character is proficient with the tool and the skill. As DM, you can allow a character to make a check using the indicated skill with advantage. Paragraphs that begin with skill names discuss these possibilities. In each of these paragraphs, the benefits apply only to someone who has proficiency with the tool, not someone who simply owns it.

With respect to skills, the system is mildly abstract in terms of what a tool proficiency represents; essentially, it assumes that a character who has proficiency with a tool also has learned about facets of the trade or profession that are not necessarily associated with the use of the tool.

In addition, you can consider giving a character extra information or an added benefit on a skill check. The text provides some examples and ideas when this opportunity is relevant.

Special Use. Proficiency with a tool usually brings with it a particular benefit in the form of a special use, as described in this paragraph.

Sample DCs. A table at the end of each section lists activities that a tool can be used to perform, and suggested DCs for the necessary ability checks.

TOOLS

Item	Cost	Weight
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.
<i>Gaming Sets</i>		
Dice set	1 sp	--
Dragonchess set	1 gp	1/2 lb.
Playing card set	5 sp	--
Three-Dragon Ante set	1 gp	--
Herbalism kit	5 gp	3 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

DISGUISE KIT

The perfect tool for anyone who wants to engage in trickery, a disguise kit enables its owner to adopt a false identity. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Components. A disguise kit includes cosmetics, hair dye, small props, and a few pieces of clothing.

Deception. In certain cases, a disguise can improve your ability to weave convincing lies.

Intimidation. The right disguise can make you look more fearsome, whether you want to scare someone away by posing as a plague victim or intimidate a gang of thugs by taking the appearance of a bully.

Performance. A cunning disguise can enhance an audience's enjoyment of a performance, provided the disguise is properly designed to evoke the desired reaction.

Persuasion. Folk tend to trust a person in uniform. If you disguise yourself as an authority figure, your efforts to persuade others are often more effective.

Create Disguise. As part of a long rest, you can create a disguise. It takes you 1 minute to don such a disguise once you have created it. You can carry only one such disguise on you at a time without drawing undue attention, unless you have a bag of holding or a similar method to keep them hidden. Each disguise weighs 1 pound.

At other times, it takes 10 minutes to craft a disguise that involves moderate changes to your appearance, and 30 minutes for one that requires more extensive changes.

DISGUISE KIT

Activity	DC
Cover injuries or distinguishing marks	10
Spot a disguise being used by someone else	15
Copy a humanoid's appearance	20

FORGERY KIT

A forgery kit is designed to duplicate documents and to make it easier to copy a person's seal or signature. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Components. A forgery kit includes several different types of ink, a variety of parchments and papers, several quills, seals and sealing wax, gold and silver leaf, and small tools to sculpt melted wax to mimic a seal.

Arcana. A forgery kit can be used in conjunction with the Arcana skill to determine if a magic item is real or fake.

Deception. A well-crafted forgery, such as papers proclaiming you to be a noble or a writ that grants you safe passage, can lend credence to a lie.

History. A forgery kit combined with your knowledge of history improves your ability to create fake historical documents or to tell if an old document is authentic.

Investigation. When you examine objects, proficiency with a forgery kit is useful for determining how an object was made and whether it is genuine.

Other Tools. Knowledge of other tools makes your forgeries that much more believable. For example, you could combine proficiency with a forgery kit and proficiency with cartographer's tools to make a fake map.

Quick Fake. As part of a short rest, you can produce a forged document no more than one page in length. As part of a long rest, you can produce a document that is up to four pages long. Your Intelligence check using a forgery kit determines the DC for someone else's Intelligence (Investigation) check to spot the fake.

FORGERY KIT

Activity	DC
Mimic handwriting	15
Duplicate a wax seal	20

GAMING SET

This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Proficiency with a gaming set applies to one type of game.

Components. A gaming set has all the pieces needed to play a specific game or type of game, such as a complete deck of cards or a board and tokens.

History. Your mastery of a game includes knowledge of its history, as well as of important events it was connected to or prominent historical figures involved with it.

Insight. Playing games with someone is a good way to gain understanding of their personality, granting you a better ability to discern their lies from their truths and read their mood.

Sleight of Hand. Sleight of Hand is a useful skill for cheating at a game, as it allows you to swap pieces, palm cards, or alter a die roll. Alternatively, engrossing a target in a game by manipulating the components with dexterous movements is a great distraction for a pickpocketing attempt.

GAMING SET

Activity	DC
Catch a player cheating	15
Gain insight into an opponent's personality	5



HERBALISM KIT

Proficiency with an herbalism kit allows you to identify plants and safely collect their useful elements. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

Components. An herbalism kit includes pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars.

Arcana. Your knowledge of the nature and uses of herbs can add insight to your magical studies that deal with plants and your attempts to identify potions.

Investigation. When you inspect an area overgrown with plants, your proficiency can help you pick out details and clues that others might miss.

Medicine. Your mastery of herbalism improves your ability to treat illnesses and wounds by augmenting your methods of care with medicinal plants.

Nature and Survival. When you travel in the wild, your skill in herbalism makes it easier to identify plants and spot sources of food that others might overlook.

Identify Plants. You can identify most plants with a quick inspection of their appearance and smell.

HERBALISM KIT

Activity	DC
Find plants	15
Identify poison	20

NAVIGATOR'S TOOLS

This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course, helps you determine a true course based on observing the stars, and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea. It also grants you insight into charts and maps while developing your sense of direction.

Components. Navigator's tools include a sextant, a compass, calipers, a ruler, parchment, ink, and a quill.

Survival. Knowledge of navigator's tools helps you avoid becoming lost and also grants you insight into the most likely location for roads and settlements.

Sighting. By taking careful measurements, you can determine your position on a nautical chart and the time of day.

NAVIGATOR'S TOOLS

Activity	DC
Plot a course	10
Discover your position on a nautical chart	15

POISONER'S KIT

A poisoner's kit is a favored resource for thieves, assassins, and others who engage in skulduggery. It allows you to apply poisons and create them from various materials. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons. Your knowledge of poisons also helps you treat them.

Components. A poisoner's kit includes glass vials, a mortar and pestle, chemicals, and a glass stirring rod.

History. Your training with poisons can help you when you try to recall facts about infamous poisonings.

Investigation, Perception. Your knowledge of poisons has taught you to handle those substances carefully, giving you an edge when you inspect poisoned objects or try to extract clues from events that involve poison.

Medicine. When you treat the victim of a poison, your knowledge grants you added insight into how to provide the best care to your patient.

Nature, Survival. Working with poisons enables you to acquire lore about which plants and animals are poisonous.

Handle Poison. Your proficiency allows you to handle and apply a poison without risk of exposing yourself to its effects.

POISONER'S TOOLS

Activity	DC
Spot a poisoned object	10
Determine the effects of a poison	20

THIEVES' TOOLS

Perhaps the most common tools used by adventurers, thieves' tools are designed for picking locks and foiling traps. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks. Proficiency also grants you a general knowledge of traps and locks.

Components. Thieves' tools include 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.

History. Your knowledge of traps grants you insight when answering questions about locations that are renowned for their traps.

Investigation and Perception. You gain additional insight when looking for traps, because you have learned a variety of common signs that betray their presence.

Set a Trap. Just as you can disable traps, you can also set them. As part of a short rest, you can create a trap using items you have on hand. The total of your check becomes the DC for someone else's attempt to discover or disable the trap. The trap deals damage appropriate to the materials used in crafting it (such as poison or a weapon) or damage equal to half the total of your check, whichever the DM deems appropriate.

THIEVES' TOOLS

Activity	DC
Pick a lock	Varies
Disable a trap	Varies



ARTISAN TOOLS

These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

ARTISAN TOOLS

Item	Cost	Weight
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.

ALCHEMIST'S SUPPLIES

Alchemist's supplies enable a character to produce useful concoctions, such as acid or alchemist's fire.

Components. Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.

Arcana. Proficiency with alchemist's supplies allows you to unlock more information on Arcana checks involving potions and similar materials.

Investigation. When you inspect an area for clues, proficiency with alchemist's supplies grants additional insight into any chemicals or other substances that might have been used in the area.

Alchemical Crafting. You can use this tool proficiency to create alchemical items. A character can spend money to collect raw materials, which weigh 1 pound for every 50 gp spent. The DM can allow a character to make a check using the indicated skill with advantage. As part of a long rest, you can use alchemist's supplies to make one dose of acid, alchemist's fire, antitoxin, oil, perfume, or soap. Subtract half the value of the created item from the total gp worth of raw materials you are carrying.

ALCHEMIST'S SUPPLIES

Activity	DC
Create a puff of thick smoke	10
Identify a poison	10
Identify a substance	15
Start a fire	15
Neutralize acid	20

BREWER'S SUPPLIES

Brewing is the art of producing beer. Not only does beer serve as an alcoholic beverage, but the process of brewing purifies water. Crafting beer takes weeks of fermentation, but only a few hours of work.

Components. Brewer's supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing.

History. Proficiency with brewer's supplies gives you additional insight on Intelligence (History) checks concerning events that involve alcohol as a significant element.

Medicine. This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

Persuasion. A stiff drink can help soften the hardest heart. Your proficiency with brewer's supplies can help you ply someone with drink, giving them just enough alcohol to mellow their mood.

Potable Water. Your knowledge of brewing enables you to purify water that would otherwise be undrinkable. As part of a long rest, you can purify up to 6 gallons of water, or 1 gallon as part of a short rest.

BREWER'S SUPPLIES

Activity	DC
Detect poison or impurities in a drink	10
Identify alcohol	15
Ignore effects of alcohol	20

CALLIGRAPHER'S SUPPLIES

Calligraphy treats writing as a delicate, beautiful art. Calligraphers produce text that is pleasing to the eye, using a style that is difficult to forge. Their supplies also give them some ability to examine scripts and determine if they are legitimate, since a calligrapher's training involves long hours of studying writing and attempting to replicate its style and design.

Components. Calligrapher's supplies include ink, a dozen sheets of parchment, and three quills.

Arcana. Although calligraphy is of little help in deciphering the content of magical writings, proficiency with these supplies can aid in identifying who wrote a script of a magical nature.

History. This tool proficiency can augment the benefit of successful checks made to analyze or investigate ancient writings, scrolls, or other texts, including runes etched in stone or messages in frescoes or other displays.

Decipher Treasure Map. This tool proficiency grants you expertise in examining maps. You can make an Intelligence check to determine a map's age, whether a map includes any hidden messages, or similar facts.

CALLIGRAPHER'S SUPPLIES

Activity	DC
Identify writer of nonmagical script	10
Determine writer's state of mind	15
Spot forged text	15
Forge a signature	20

CARPENTER'S TOOLS

Skill at carpentry enables a character to construct wooden structures. A carpenter can build a house, a shack, a wooden cabinet, or similar items.

Components. Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

History. This tool proficiency aids you in identifying the use and the origin of wooden buildings and other large wooden objects.

Investigation. You gain additional insight when inspecting areas within wooden structures, because you know tricks of construction that can conceal areas from discovery.

Perception. You can spot irregularities in wooden walls or floors, making it easier to find trap doors and secret passages.

Stealth. You can quickly assess the weak spots in a wooden floor, making it easier to avoid the places that creak and groan when they're stepped on.

Fortify. With 1 minute of work and raw materials, you can make a door or window harder to force open. Increase the DC needed to open it by 5.

Temporary Shelter. As part of a long rest, you can construct a lean-to or a similar shelter to keep your group dry and in the shade for the duration of the rest. Because it was fashioned quickly from whatever wood was available, the shelter collapses 1d3 days after being assembled.

CARPENTER'S TOOLS

Activity	DC
Build a simple wooden structure	10
Design a complex wooden structure	15
Find a weak point in a wooden wall	15
Pry apart a door	20

CARTOGRAPHER'S TOOLS

Using cartographer's tools, you can create accurate maps to make travel easier for yourself and those who come after you. These maps can range from large-scale depictions of mountain ranges to diagrams that show the layout of a dungeon level.

Components. Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.

Arcana, History, Religion. You can use your knowledge of maps and locations to unearth more detailed information when you use these skills. For instance, you might spot hidden messages in a map, identify when the map was made to determine if geographical features have changed since then, and so forth.

Nature. Your familiarity with physical geography makes it easier for you to answer questions or solve issues relating to the terrain around you.

Survival. Your understanding of geography makes it easier to find paths to civilization, to predict areas where villages or towns might be found, and to avoid becoming lost. You have studied so many maps that common patterns, such as how trade routes evolve and where settlements arise in relation to geographic locations, are familiar to you.

Craft a Map. While traveling, you can draw a map as you go in addition to engaging in other activity.

CARTOGRAPHER'S TOOLS

Activity	DC
Determine a map's age and origin	10
Estimate direction and distance to a landmark	15
Discern that a map is fake	15
Fill in a missing part of a map	20



COBBLER'S TOOLS

Although the cobbler's trade might seem too humble for an adventurer, a good pair of boots will see a character across rugged wilderness and through deadly dungeons.

Components. Cobbler's tools consist of a hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread.

Arcana, History. Your knowledge of shoes aids you in identifying the magical properties of enchanted boots or the history of such items.

Investigation. Footwear holds a surprising number of secrets. You can learn where someone has recently visited by examining the wear and the dirt that has accumulated on their shoes. Your experience in repairing shoes makes it easier for you to identify where damage might come from.

Maintain Shoes. As part of a long rest, you can repair your companions' shoes. For the next 24 hours, up to six creatures of your choice who wear shoes you worked on can travel up to 10 hours a day without making saving throws to avoid exhaustion.

Craft Hidden Compartment. With 8 hours of work, you can add a hidden compartment to a pair of shoes. The compartment can hold an object up to 3 inches long and 1 inch wide and deep. You make an Intelligence check using your tool proficiency to determine the Intelligence (Investigation) check DC needed to find the compartment.

COBBLER'S TOOLS

Activity	DC
Determine a shoe's age and origin	10
Find a hidden compartment in a boot heel	15

COOK'S UTENSILS

Adventuring is a hard life. With a cook along on the journey, your meals will be much better than the typical mix of hardtack and dried fruit.

Components. Cook's utensils include a metal pot, knives, forks, a stirring spoon, and a ladle.

History. Your knowledge of cooking techniques allows you to assess the social patterns involved in a culture's eating habits.

Medicine. When administering treatment, you can transform medicine that is bitter or sour into a pleasing concoction.

Survival. When foraging for food, you can make do with ingredients you scavenge that others would be unable to transform into nourishing meals.

Prepare Meals. As part of a short rest, you can prepare a tasty meal that helps your companions regain their strength. You and up to five creatures of your choice regain 1 extra hit point per Hit Die spent during a short rest, provided you have access to your cook's utensils and sufficient food.

COOK'S UTENSILS

Activity	DC
Create a typical meal	10
Duplicate a meal	10
Spot poison or impurities in food	15
Create a gourmet meal	15

GLASSBLOWER'S TOOLS

Someone who is proficient with glassblower's tools has not only the ability to shape glass, but also specialized knowledge of the methods used to produce glass objects.

Components. The tools include a blowpipe, a small marver, blocks, and tweezers. You need a source of heat to work glass.

Arcana, History. Your knowledge of glassmaking techniques aids you when you examine glass objects, such as potion bottles or glass items found in a treasure hoard. For instance, you can study how a glass potion bottle has been changed by its contents to help determine a potion's effects. (A potion might leave behind a residue, deform the glass, or stain it.)

Investigation. When you study an area, your knowledge can aid you if the clues include broken glass or glass objects.

Identify Weakness. With 1 minute of study, you can identify the weak points in a glass object. Any damage dealt to the object by striking a weak spot is doubled.

GLASSBLOWER'S TOOLS

Activity	DC
Identify source of glass	10
Determine what a glass object once held	20

JEWELER'S TOOLS

Training with jeweler's tools includes the basic techniques needed to beautify gems. It also gives you expertise in identifying precious stones.

Components. Jeweler's tools consist of a small saw and hammer, files, pliers, and tweezers.

Arcana. Proficiency with jeweler's tools grants you knowledge about the reputed mystical uses of gems. This insight proves handy when you make Arcana checks related to gems or gem-encrusted items.

Investigation. When you inspect jeweled objects, your proficiency with jeweler's tools aids you in picking out clues they might hold.

Identify Gems. You can identify gems and determine their value at a glance.

JEWELER'S TOOLS

Activity	DC
Modify a gem's appearance	15
Determine a gem's history	20



LEATHERWORKER'S TOOLS

Knowledge of leatherworking extends to lore concerning animal hides and their properties. It also confers knowledge of leather armor and similar goods.

Components. Leatherworker's tools include a knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

Arcana. Your expertise in working with leather grants you added insight when you inspect magic items crafted from leather, such as boots and some cloaks.

Investigation. You gain added insight when studying leather items or clues related to them, as you draw on your knowledge of leather to pick out details that others would overlook.

Identify Hides. When looking at a hide or a leather item, you can determine the source of the leather and any special techniques used to treat it. For example, you can spot the difference between leather crafted using dwarven methods and leather crafted using halfling methods.

LEATHERWORKER'S TOOLS

Activity	DC
Modify a leather item's appearance	10
Determine a leather item's history	20

MASON'S TOOLS

Mason's tools allow you to craft stone structures, including walls and buildings crafted from brick.

Components. Mason's tools consist of a trowel, a hammer, a chisel, brushes, and a square.

History. Your expertise aids you in identifying a stone building's date of construction and purpose, along with insight into who might have built it.

Investigation. You gain additional insight when inspecting areas within stone structures.

Perception. You can spot irregularities in stone walls or floors, making it easier to find trap doors and secret passages.

Demolition. Your knowledge of masonry allows you to spot weak points in brick walls. You deal double damage to such structures with your weapon attacks.

MASON'S TOOLS

Activity	DC
Chisel a small hole in a stone wall	10
Find a weak point in a stone wall	15

PAINTER'S SUPPLIES

Proficiency with painter's supplies represents your ability to paint and draw. You also acquire an understanding of art history, which can aid you in examining works of art.

Components. Painter's supplies include an easel, canvas, paints, brushes, charcoal sticks, and a palette.

Arcana, History, Religion. Your expertise aids you in uncovering lore of any sort that is attached to a work of art, such as the magical properties of a painting or the origins of a strange mural found in a dungeon.

Investigation, Perception. When you inspect a painting or a similar work of visual art, your knowledge of the practices behind creating it can grant you additional insight.

Painting and Drawing. As part of a short or long rest, you can produce a simple work of art. Although your work might lack precision, you can capture an image or a scene, or make a quick copy of a piece of art you saw.

PAINTER'S SUPPLIES

Activity	DC
Paint an accurate portrait	10
Create a painting with a hidden message	20

POTTER'S TOOLS

Potter's tools are used to create a variety of ceramic objects, most typically pots and similar vessels.

Components. Potter's tools include potter's needles, ribs, scrapers, a knife, and calipers.

History. Your expertise aids you in identifying ceramic objects, including when they were created and their likely place or culture of origin.

Investigation, Perception. You gain additional insight when inspecting ceramics, uncovering clues others would overlook by spotting minor irregularities.

Reconstruction. By examining pottery shards, you can determine an object's original, intact form and its likely purpose.

POTTER'S TOOLS

Activity	DC
Determine what a vessel once held	10
Create a serviceable pot	15
Find a weak point in a ceramic object	20

SMITH'S TOOLS

Smith's tools allow you to work metal, heating it to alter its shape, repair damage, or work raw ingots into useful items.

Components. Smith's tools include hammers, tongs, charcoal, rags, and a whetstone.

Arcana and History. Your expertise lends you additional insight when examining metal objects, such as weapons.

Investigation. You can spot clues and make deductions that others might overlook when an investigation involves armor, weapons, or other metalwork.

Repair. With access to your tools and an open flame hot enough to make metal pliable, you can restore 10 hit points to a damaged metal object for each hour of work.

SMITH'S TOOLS

Activity	DC
Sharpen a dull blade	10
Repair a suit of armor	15
Sunder a nonmagical metal object	15

TINKER'S TOOLS

A set of tinker's tools is designed to enable you to repair many mundane objects. Though you can't manufacture much with tinker's tools, you can mend torn clothes, sharpen a worn sword, and patch a tattered suit of chain mail.

Components. Tinker's tools include a variety of hand tools, thread, needles, a whetstone, scraps of cloth and leather, and a small pot of glue.

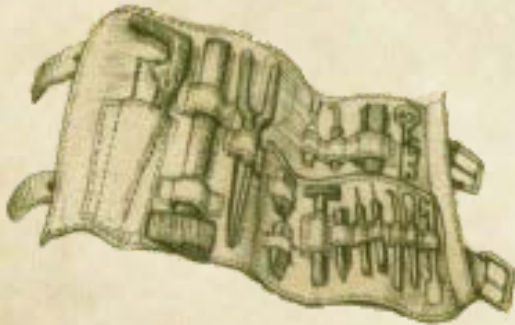
History. You can determine the age and origin of objects, even if you have only a few pieces remaining from the original.

Investigation. When you inspect a damaged object, you gain knowledge of how it was damaged and how long ago.

Repair. You can restore 10 hit points to a damaged object for each hour of work. For any object, you need access to the raw materials required to repair it. For metal objects, you need access to an open flame hot enough to make the metal pliable.

TINKER'S TOOLS

Activity	DC
Temporarily repair a disabled device	10
Repair an item in half the time	15
Improvise a temporary item using scraps	20



WEAVER'S TOOLS

Weaver's tools allow you to create cloth and tailor it into articles of clothing.

Components. Weaver's tools include thread, needles, and scraps of cloth. You know how to work a loom, but such equipment is too large to transport.

Arcana, History. Your expertise lends you additional insight when examining cloth objects, including cloaks and robes.

Investigation. Using your knowledge of the process of creating cloth objects, you can spot clues and make deductions that others would overlook when you examine tapestries, upholstery, clothing, and other woven items.

Repair. As part of a short rest, you can repair a single damaged cloth object.

Craft Clothing. Assuming you have access to sufficient cloth and thread, you can create an outfit for a creature as part of a long rest.

WEAVER'S TOOLS

Activity	DC
Repurpose cloth	10
Mend a hole in a piece of cloth	10
Tailor an outfit	15

WOODCARVER'S TOOLS

Woodcarver's tools allow you to craft intricate objects from wood, such as wooden tokens or arrows.

Components. Woodcarver's tools consist of a knife, a gouge, and a small saw.

Arcana, History. Your expertise lends you additional insight when you examine wooden objects, such as figurines or arrows.

Nature. Your knowledge of wooden objects gives you some added insight when you examine trees.

Repair. As part of a short rest, you can repair a single damaged wooden object.

Craft Arrows. As part of a short rest, you can craft up to five arrows. As part of a long rest, you can craft up to twenty. You must have enough wood on hand to produce them.

WOODCARVER'S TOOLS

Activity	DC
Craft a small wooden figurine	10
Carve an intricate pattern in wood	15

MUSICAL INSTRUMENTS

Several of the most common types of musical instruments are shown on the table as examples. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Proficiency also indicates you are familiar with the techniques used to play it and you have knowledge of some songs commonly performed with that instrument.

History. † Your expertise aids you in recalling lore related to your instrument.

Performance. † Your ability to put on a good show is improved when you incorporate an instrument into your act.

Compose a Tune. † As part of a long rest, you can compose a new tune and lyrics for your instrument. You might use this ability to impress a noble or spread scandalous rumors with a catchy tune.

MUSICAL INSTRUMENT

Activity	DC
Identify a tune	10
Improvise a tune	20

Birdpipes. † Pan pipes or satyr pipes, also known as the shalm, these are sacred to Lliira and popular with wood elf and wild elf bards.

Glaur. † Short, curved horns like a cornucopia. Played with valves, glaur sound like trumpets, while those without valves, known as gloon, have a more mournful sound.

Hand Drum. † A double-headed skin drum fitted with handles along its side.

Longhorn. † A Faerilnian flute of sophisticated make, found only in areas with skilled artisans, as in great cities or elven enclaves.

Shawm. † A double-reed instrument similar to an oboe or a bassoon, popular with gnomes, who have developed some bellows-powered versions.

Songhorn. † A recorder, a simple type of flute, usually carved from wood.

Tantan. † A tambourine, a popular instrument with halflings and humans south of the Dalelands.

Thelarr. † Also known as a whistlecane, a simple and easy-to-make wind instrument cut from a reed. They are so simple, in fact, that skilled bards frequently make and give them away to children-to the parents' delight or regret.

Tocken. † A hanging set of carved oval bells, usually played with a pair of light wooden hammers (or open handed). They are most common in underground cultures, where the resonant tones can carry.

Wargong. † A metal gong, traditionally made from a shield, particularly the shield of an enemy. Both goblins and dwarves make and play wargongs, their sound echoing through tunnels in the Underdark.

Yarting. † A southern instrument from Arnn and Calimshan that is a Faerilnian analog to the guitar. Numerous variations have spread across the continent.

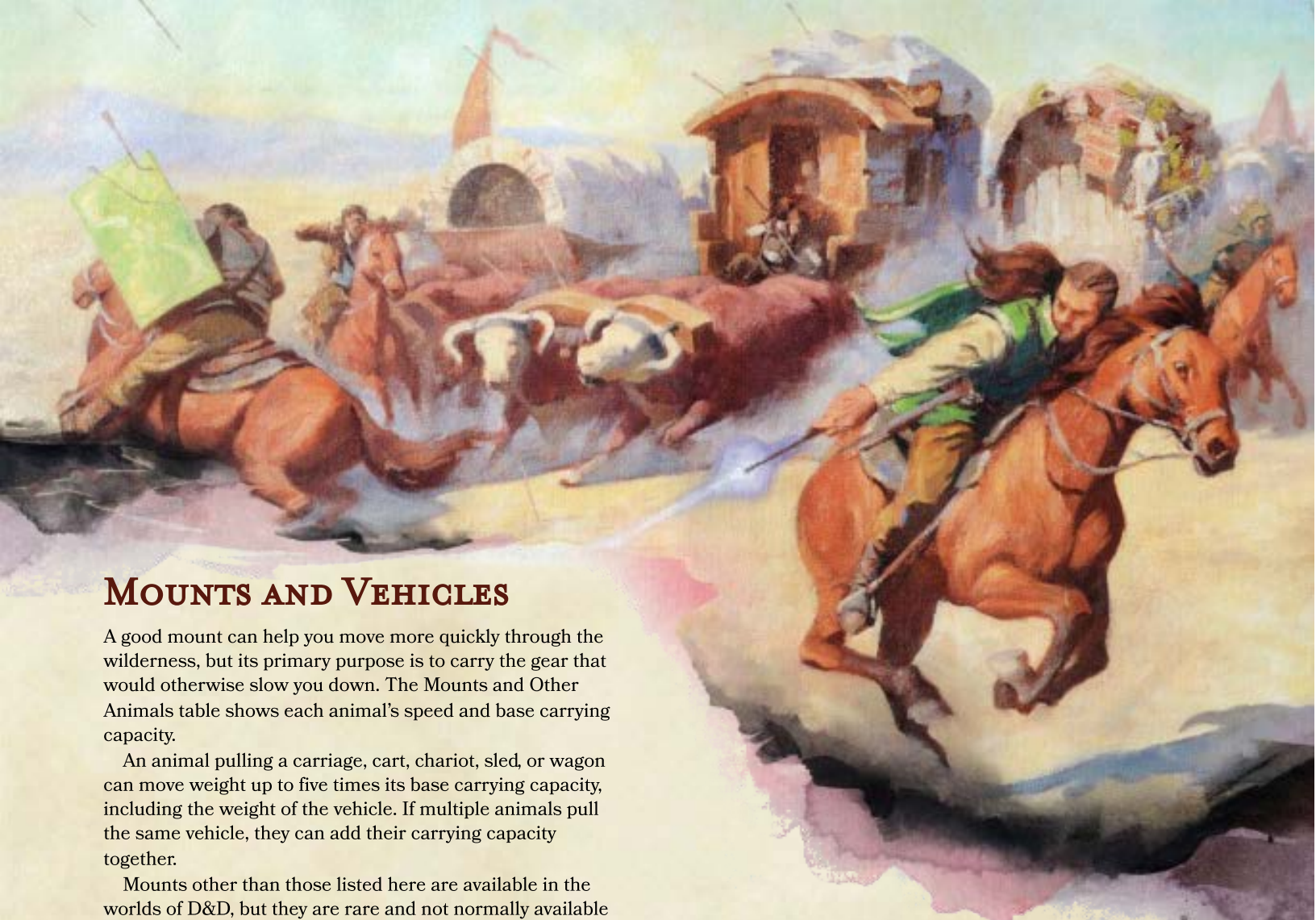
Zulkoon. † A complex pump organ that originated with the zulkirs of Thay, who use it in the casting of their spells. It is considered to have a dramatic, but sinister, sound.

MUSICAL INSTRUMENTS

Item	Cost	Weight
Bagpipes	30 gp	6 lb.
Birdpipes †	12 gp	2 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Glaur †	3 gp	2 lb.
Hand Drum †	6 gp	3 lb.
Longhorn †	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Tantan †	6 gp	3 lb.
Thelarr †	2 gp	1 lb.
Tocken †	6 gp	3 lb.
Viol	30 gp	1 lb.
Wargong †	30 gp	6 lb.
Yarting †	35 gp	2 lb.
Zulkoon †	30 gp	6 lb.

† *Sword Coast Adventurer's Guide*, chapter 4





MOUNTS AND VEHICLES

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in the worlds of D&D, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Axe Beak †	50 gp	50 ft.	420 lb.
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Draft horse	50 gp	40 ft.	540 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Mastiff	25 gp	40 ft.	195 lb.
Ox	15 gp	30 ft.	540 lb.
Pony	30 gp	40 ft.	225 lb.
Riding horse	75 gp	60 ft.	480 lb.
Sled Dog †	50 gp	40 ft.	360 lb.
Warhorse	400 gp	60 ft.	540 lb.

† *Icewind Dale: Rime of the Frostmaiden*, chapter 1

Barding. Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

Saddles. A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

TACK AND HARNESS

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	2 gp	1 lb.
Feed (per day)	5 cp	10 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	--

WATERBORNE VEHICLES

Item	Cost	Speed	Size (Weight)	Creature Capacity	Cargo Capacity
Canoe †	50 gp	2 mph / 16 mpd	10 ft. x 5 ft. (100 lb.)	2 crew, 4 passengers	0.25 tons
Galley ††	30,000 gp	4 mph / 96 mpd	130 ft. x 20 ft.	80 crew, 40 passengers	150 tons
Keelboat ††	3,000 gp	3 mph / 72 mpd	60 ft. x 20 ft.	3 crew, 4 passengers	0.5 tons
Longship ††	10,000 gp	5 mph / 120 mpd	70 ft. x 20 ft.	40 crew, 100 passengers	10 tons
Rowboat ††	50 gp	3 mph / 24 mpd	10 ft. x 5 ft. (100 lb.)	2 crew, 2 passengers	0.25 tons
Sailing ship ††	10,000 gp	5 mph / 120 mpd	100 ft. x 20 ft.	30 crew, 20 passengers	100 tons
Warship ††	25,000 gp	4 mph / 96 mpd	100 ft. x 20 ft.	40 crew, 60 passengers	200 tons

DRAWN VEHICLES

Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.

Dog Sleds. ††† An empty sled costs 20 gp, weighs 300 pounds, and has room at the back for one driver. A sled dog (use the wolf stat block in appendix A of the *Monster Manual*) costs 50 gp and can pull 360 pounds. Sled dogs must take a short rest after pulling a sled for 1 hour; otherwise, they gain one level of exhaustion.

Rowed Vessels. Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

† *Tomb of Annihilation*, chapter 1

†† *Ghosts of Saltmarsh*, appendix A

††† *Icwind Dale: Rime of the Frostmaiden*, chapter 1

†††† *Xanathar's Guide to Everything*, chapter 2

VEHICLE PROFICIENCY ††††

Proficiency with land vehicles covers a wide range of options, from chariots and howdahs to wagons and carts. Proficiency with water vehicles covers anything that navigates waterways. Proficiency with vehicles grants the knowledge needed to handle vehicles of that type, along with knowledge of how to repair and maintain them.

In addition, a character proficient with water vehicles is knowledgeable about anything a professional sailor would be familiar with, such as information about the sea and islands, tying knots, and assessing weather and sea conditions.

Arcana. When you study a magic vehicle, this tool proficiency aids you in uncovering lore or determining how the vehicle operates.

Investigation, Perception. When you inspect a vehicle for clues or hidden information, your proficiency aids you in noticing things that others might miss.

Vehicle Handling. When piloting a vehicle, you can apply your proficiency bonus to the vehicle's AC and saving throws.

VEHICLES

Activity	DC
Navigate rough terrain or waters	10
Assess a vehicle's condition	15
Take a tight corner at high speed	20

TRADE GOODS

Most wealth is not in coins. It is measured in livestock, grain, land, rights to collect taxes, or rights to resources (such as a mine or a forest).

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

TRADE GOODS

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
100 gp	1 sq. yd. of pride silk †
500 gp	1 lb. of platinum

Pridesilk. † The hearty silk unique to the region has long been a point of pride with the locals. When processed and woven properly, the resulting cloth is pride silk: an extremely flexible material with the durability of tanned leather. Pride silk has become a favorite cloth for use on military ship sails, war banners, and other utilitarian applications, but has also gained popularity in affluent circles. High-end clothing made from pride silk is both fashionable and protective, leading many nobles and wealthy merchants to seek full outfits and formal gowns made with it. The tailors skilled enough to create such outfits are few and far between, so while pride silk might be expensive as a raw material, outfits made of the cloth are prohibitively expensive for most common folk.

† *Explorer's Guide to Wildemount*, chapter 3

EXPENSES

Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

LIFESTYLE EXPENSES

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

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

SELF SUFFICIENCY

The expenses and lifestyles described in this chapter assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford — paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession as described in chapter 8, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
<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
Meat, chunk	3 sp
<i>Wine</i>	
Wine, common (pitcher)	2 sp
Wine, fine (bottle)	10 gp



SERVICES

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the Services table. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the secret chest spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

SERVICES

Service	Pay
<i>Coach cab</i>	
Between towns	3 cp per mile
Within a city	1 cp
<i>Hireling</i>	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

SPELLCASTING SERVICES

People who are able to cast spells don't fall into the category of ordinary hirelings. It might be possible to find someone willing to cast a spell in exchange for coin or favors, but it is rarely easy and no established pay rates exist. As a rule, the higher the level of the desired spell, the harder it is to find someone who can cast it and the more it costs.

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *cure wounds* or *identify*, is easy enough in a city or town, and might cost 10 to 50 gold pieces (plus the cost of any expensive material components). Finding someone able and willing to cast a higher-level spell might involve traveling to a large city, perhaps one with a university or prominent temple. Once found, the spellcaster might ask for a service instead of payment — the kind of service that only adventurers can provide, such as retrieving a rare item from a dangerous locale or traversing a monster-infested wilderness to deliver something important to a distant settlement.

NPC SPELLCASTING SERVICES †

Characters can receive spellcasting services from an NPC located anywhere that is at least town-sized (1,000 or more residents) or has a specific NPC able to cast the spell(s) needed. In addition, the characters must be able to travel there in order to receive services during an adventure. Spellcasting services provided by NPCs are limited to the spells on this list.

SPELLCASTING SERVICES AVAILABLE †

Spellcasting Service	Cost
Cure wounds	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing	40 gp
Dispel magic	90 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater Restoration	450 gp
Raise dead	1,000 gp
Resurrection	3,000 gp
True resurrection	30,000 gp

TRINKETS

When you make your character, you can roll once on the Trinkets table to gain a trinket, a simple item lightly touched by mystery. The DM might also use this table. It can help stock a room in a dungeon or fill a creature's pockets.

† *D&D Adventurers League: DM's Guide*

TRINKETS

d100 Trinket

- 1 A mummified goblin hand
- 2 A piece of crystal that faintly glows in the moonlight
- 3 A gold coin minted in an unknown land
- 4 A diary written in a language you don't know
- 5 A brass ring that never tarnishes
- 6 An old chess piece made from glass
- 7 A pair of knucklebone dice, each with a skull symbol on the side that would normally show six pips
- 8 A small idol depicting a nightmarish creature that gives you unsettling dreams when you sleep near it
- 9 A rope necklace from which dangles four mummified elf fingers
- 10 The deed for a parcel of land in a realm unknown to you
- 11 A 1-ounce block made from an unknown material
- 12 A small cloth doll skewered with needles
- 13 A tooth from an unknown beast
- 14 An enormous scale, perhaps from a dragon
- 15 A bright green feather
- 16 An old divination card bearing your likeness
- 17 A glass orb filled with moving smoke
- 18 A 1-pound egg with a bright red shell
- 19 A pipe that blows bubbles
- 20 A glass jar containing a weird bit of flesh floating in pickling fluid
- 21 A tiny gnome-crafted music box that plays a song you dimly remember from your childhood
- 22 A small wooden statuette of a smug halfling
- 23 A brass orb etched with strange runes
- 24 A multicolored stone disk
- 25 A tiny silver icon of a raven
- 26 A bag containing forty-seven humanoid teeth, one of which is rotten
- 27 A shard of obsidian that always feels warm to the touch
- 28 A dragon's bony talon hanging from a plain leather necklace
- 29 A pair of old socks
- 30 A blank book whose pages refuse to hold ink, chalk, graphite, or any other substance or marking

d100 Trinket

- 31 A silver badge in the shape of a five-pointed star
- 32 A knife that belonged to a relative
- 33 A glass vial filled with nail clippings
- 34 A rectangular metal device with two tiny metal cups on one end that throws sparks when wet
- 35 A white, sequined glove sized for a human
- 36 A vest with one hundred tiny pockets
- 37 A small, weightless stone block
- 38 A tiny sketch portrait of a goblin
- 39 An empty glass vial that smells of perfume when opened
- 40 A gemstone that looks like a lump of coal when examined by anyone but you
- 41 A scrap of cloth from an old banner
- 42 A rank insignia from a lost legionnaire
- 43 A tiny silver bell without a clapper
- 44 A mechanical canary inside a gnome-crafted lamp
- 45 A tiny chest carved to look like it has numerous feet on the bottom
- 46 A dead sprite inside a clear glass bottle
- 47 A metal can that has no opening but sounds as if it is filled with liquid, sand, spiders, or broken glass (your choice)
- 48 A glass orb filled with water, in which swims a clockwork goldfish
- 49 A silver spoon with an M engraved on the handle
- 50 A whistle made from gold-colored wood
- 51 A dead scarab beetle the size of your hand
- 52 Two toy soldiers, one with a missing head
- 53 A small box filled with different-sized buttons
- 54 A candle that can't be lit
- 55 A tiny cage with no door
- 56 An old key
- 57 An indecipherable treasure map
- 58 A hilt from a broken sword
- 59 A rabbit's foot
- 60 A glass eye



d100 Trinket

- 61 A cameo carved in the likeness of a hideous person
- 62 A silver skull the size of a coin
- 63 An alabaster mask
- 64 A pyramid of sticky black incense that smells very bad
- 65 A nightcap that, when worn, gives you pleasant dreams
- 66 A single caltrop made from bone
- 67 A gold monocle frame without the lens
- 68 A 1-inch cube, each side painted a different color
- 69 A crystal knob from a door
- 70 A small packet filled with pink dust
- 71 A fragment of a beautiful song, written as musical notes on two pieces of parchment
- 72 A silver teardrop earring made from a real teardrop
- 73 The shell of an egg painted with scenes of human misery in disturbing detail
- 74 A fan that, when unfolded, shows a sleeping cat
- 75 A set of bone pipes
- 76 A four-leaf clover pressed inside a book discussing manners and etiquette
- 77 A sheet of parchment upon which is drawn a complex mechanical contraption
- 78 An ornate scabbard that fits no blade you have found so far
- 79 An invitation to a party where a murder happened
- 80 A bronze pentacle with an etching of a rat's head in its center

d100 Trinket

- 81 A purple handkerchief embroidered with the name of a powerful archmage
- 82 Half of a floorplan for a temple, castle, or some other structure
- 83 A bit of folded cloth that, when unfolded, turns into a stylish cap
- 84 A receipt of deposit at a bank in a far-flung city
- 85 A diary with seven missing pages
- 86 An empty silver snuffbox bearing an inscription on the surface that says "dreams"
- 87 An iron holy symbol devoted to an unknown god
- 88 A book that tells the story of a legendary hero's rise and fall, with the last chapter missing
- 89 A vial of dragon blood
- 90 An ancient arrow of elven design
- 91 A needle that never bends
- 92 An ornate brooch of dwarven design
- 93 An empty wine bottle bearing a pretty label that says, "The Wizard of Wines Winery, Red Dragon Crush, 331422-W"
- 94 A mosaic tile with a multicolored, glazed surface
- 95 A petrified mouse
- 96 A black pirate flag adorned with a dragon's skull and crossbones
- 97 A tiny mechanical crab or spider that moves about when it's not being observed
- 98 A glass jar containing lard with a label that reads, "Griffon Grease"
- 99 A wooden box with a ceramic bottom that holds a living worm with a head on each end of its body
- 100 A metal urn containing the ashes of a hero



FEYWILD TRINKETS †

The Feywild Trinkets table that follows offers a selection of trinkets appropriate for Feywild-themed adventures.

d100 Feywild Trinket

- 1 Cookie cutter shaped like a unicorn
- 2 Two yew rings linked together
- 3 Silver hand mirror with a nymph-shaped handle
- 4 Painted wooden key whose teeth change configuration every day at dawn
- 5 Delicate silver cameo with pictures of twin children opposite one another
- 6 Golden pendant charm shaped like a leprechaun
- 7 Tiny wooden box containing a croquet set sized for pixies or sprites
- 8 Tiny pair of sharp, iron scissors
- 9 Chess piece shaped like a dancing satyr wearing a bishop's hat and clutching a gnarled staff
- 10 Saltshaker shaped like a wizard's tower
- 11 Crystal orb that allows an elf who holds it to sleep
- 12 Pendant that shows the phases of the moon
- 13 Large iron fingernail
- 14 Tiny electrum whistle that only Fey can hear
- 15 Wooden jigsaw puzzle piece as big as a saucer, with a painted image of a jug on it
- 16 Spool of glistening silver thread
- 17 Sheet of music that goblins find upsetting when they hear it played or sung
- 18 Rotten ogre's tooth with the Elvish glyph for "moon" etched into it
- 19 Vitrified eye of a displacer beast
- 20 Tiny duskwood coffin containing the ashes of a troll
- 21 Old invitation to a banquet in the Summer Court, written in ink on vellum in Sylvan
- 22 Gossamer shawl that glows faintly in moonlight
- 23 Ball-and-cup toy that plays a short, victorious jingle whenever the ball lands in the cup
- 24 Sprite's skull covered in ink fingerprints
- 25 Silver fork with the outer tines bent sideways

† *The Wild Beyond the Witchlight*, introduction

d100 Feywild Trinket

- 26 A soot-stained sock in which a nugget of coal magically appears each day at dawn
- 27 Tiny wooden stool (sized for a pixie or sprite) that gives splinters to those who hold it
- 28 Tiny clockwork dragonfly that slowly beats its wings (but can't fly) when wound up
- 29 Toy unicorn made of wood, painted with bright colors
- 30 Pixie plushie that sings when you squeeze it
- 31 1-inch-square painting of a sleeping elf
- 32 Thimble that helps you daydream when worn
- 33 Pumpkin cupcake that magically regenerates itself in its paper cup each day at dawn
- 34 Fake Three-Dragon Ante card depicting a faerie dragon
- 35 Teacup made from a varnished mushroom cap that magically keeps its liquid contents lukewarm
- 36 Rock that floats and is small enough to hide in your closed fist
- 37 Tiny bottle filled with rainwater collected from the Feywild
- 38 Opalescent conch shell that laughs when you hold it to your ear
- 39 Vial of viscous liquid labeled "Fomorian spit. Do not drink!"
- 40 Wax candle that roars and crackles like a bonfire while lit
- 41 Potted daffodil that sways when near a source of music
- 42 8-ounce, glass wine bottle that magically reassembles itself 1 minute after being broken
- 43 Tiny wooden sylph figurehead from a model ship
- 44 Tiny pumpkin-shaped cauldron carved out of bog oak
- 45 Bar of soap that smells like something memorable from your childhood
- 46 Piece of orange parchment folded to look like a knight astride a unicorn
- 47 Tinted glasses so dark that they can't be seen through
- 48 8-inch-long glass ant figurine
- 49 Piece of parchment bearing a child's drawing of an oni
- 50 Tiny hourglass without sand in it

d100 Feywild Trinket

- 51 Empty vial with corked ends at the top and bottom
- 52 Pair of green leprechaun boots tied together by their laces
- 53 Smoking pipe made from a tree root
- 54 Red cap that droops down to one's shoulders when worn
- 55 Mask that helps you remember your dreams if you wear it while you sleep
- 56 Notebook that shows what's written on it only when held upside down
- 57 Wooden top with four sides, each bearing the image of children enjoying a different season
- 58 Tiny beehive wig made for sprites or pixies
- 59 Wooden mouse figurine that squeaks when held
- 60 Stuffed oni doll with a creepy smile and one missing eye
- 61 Empty bag labeled "Candy"
- 62 Tinted glass monocle that makes things look green
- 63 Black executioner's hood sized for a pixie or sprite
- 64 Piano key carved from a satyr's horn
- 65 Tiny wooden lute with cat hairs for strings
- 66 Iron needle with an eye that refuses to let thread pass through it
- 67 Tiny sundial that casts a shadow only in moonlight
- 68 Wooden pan flute that attracts harmless local fauna when played
- 69 Silvered pinecone
- 70 Flask of spectral glowworms that change color to reflect the mood of the flask's holder



d100 Feywild Trinket

- 71 Wooden apple painted blue
- 72 Tuning fork that sounds the tone for the F key
- 73 Nunchaku sized for a pixie or sprite
- 74 Copper coin with a smiling satyr's face on one side and a satyr's skull on the other
- 75 Severed chicken's foot attached to a leather cord
- 76 Collection of baby teeth in a tiny wooden box
- 77 Pinwheel whirligig that spins even when there's no wind
- 78 Child's parasol covered in moss and leaves
- 79 Wooden magnifying glass missing its lens
- 80 Glossy mushroom with a red, bell-shaped cap that jingles when shook
- 81 Pouch of seeds that smell like home
- 82 Petrified robin's egg
- 83 Wooden spoon with a hole in the center
- 84 Paper wasp nest in a jar
- 85 Sprig of rosemary wrapped with ribbon at one end
- 86 Tiny, unfurnished dollhouse sized for a pixie child
- 87 Paintbrush made entirely of ceramic-even the bristles
- 88 Candlestick whose candlelight looks like a tiny, dancing fairy made of fire
- 89 Spectacle frames in the shape of butterfly wings
- 90 Set of false wooden teeth
- 91 Tiny book of fairytales
- 92 Rucksack in which one potato magically appears each day at dawn
- 93 Pixie's winter jacket lined with fox fur
- 94 Tasseled wine charm shaped like a sprite
- 95 Weak magnetic wand
- 96 100-sided die the size of a plum, cut from coal
- 97 Glass slipper, missing its mate
- 98 Tiny dreamcatcher
- 99 Barbell sized for a pixie or sprite
- 100 Music box that plays a sprightly tune you remember from your childhood

HORROR TRINKETS †

Sinister deeds and festering evils take many forms, sometimes as stories and sometimes as physical scars. All manner of talismans, mementos, criminal evidence, mysterious devices, cursed relics, and physical impossibilities might embody just such scars—summaries of terrors in material form.

These trinkets hint toward various horrific tales and might lead to dreadful revelations or be nothing more than grim keepsakes. At the DM's discretion any of these trinkets might also be a Mist talisman, a focal item that can lead the bearer through the Mists to a particular Domain of Dread.

d100 Horror Trinket

- 1 A picture you drew as a child of your imaginary friend
- 2 A lock that opens when blood is dripped in its keyhole
- 3 Clothes stolen from a scarecrow
- 4 A spinning top carved with four faces: happy, sad, wrathful, and dead
- 5 The necklace of a sibling who died on the day you were born
- 6 A wig from someone executed by beheading
- 7 The unopened letter to you from your dying father
- 8 A pocket watch that runs backward for an hour every midnight
- 9 A winter coat stolen from a dying soldier
- 10 A bottle of invisible ink that can only be read at sunset
- 11 A wineskin that refills when interred with a dead person for a night
- 12 A set of silverware used by a king for his last meal
- 13 A spyglass that always shows the world suffering a terrible storm
- 14 A cameo with the profile's face scratched away
- 15 A lantern with a black candle that never runs out and that burns with green flame
- 16 A teacup from a child's tea set, stained with blood
- 17 A little black book that records your dreams, and yours alone, when you sleep
- 18 A necklace formed of the interlinked holy symbols of a dozen deities
- 19 A noose that feels heavier than it should
- 20 A birdcage into which small birds fly but once inside never eat or leave

† *Van Richten's Guide to Ravenloft*, chapter 1

d100 Horror Trinket

- 21 A lepidopterist's box filled with dead moths with skull-like patterns on their wings
- 22 A jar of pickled ghouls' tongues
- 23 The wooden hand of a notorious pirate
- 24 A urn with the ashes of a dead relative
- 25 A hand mirror backed with a bronze depiction of a medusa
- 26 Pallid leather gloves crafted with ivory fingernails
- 27 Dice made from the knuckles of a notorious charlatan
- 28 A ring of keys for forgotten locks
- 29 Nails from the coffin of a murderer
- 30 A key to the family crypt
- 31 A bouquet of funerary flowers that always looks and smells fresh
- 32 A switch used to discipline you as a child
- 33 A music box that plays by itself whenever someone holding it dances
- 34 A walking cane with an iron ferrule that strikes sparks on stone
- 35 A flag from a ship lost at sea
- 36 A porcelain doll's head that always seems to be looking at you
- 37 A wolf's head wrought in silver that is also a whistle
- 38 A small mirror that shows a much older version of the viewer
- 39 A small, worn book of children's nursery rhymes
- 40 A mummified raven claw
- 41 A broken pendant of a silver dragon that's always cold to the touch
- 42 A small locked box that quietly hums a lovely melody at night, but you always forget it in the morning
- 43 An inkwell that makes one a little nauseous when staring at it
- 44 An old doll made from a dark, dense wood and missing a hand and a foot
- 45 A black executioner's hood
- 46 A pouch made of flesh, with a sinew drawstring
- 47 A tiny spool of black thread that never runs out
- 48 A tiny clockwork figurine of a dancer that's missing a gear and doesn't work
- 49 A black wooden pipe that creates puffs of smoke that look like skulls
- 50 A vial of perfume, the scent of which only certain creatures can detect

d100 Horror Trinket

- 51 A stone that emits a single endless sigh
- 52 A rag doll with two red dots on its neck
- 53 A spring-loaded toy with a missing crank
- 54 A mason jar containing a harmless but agitated animate ooze
- 55 A black wooden die with 1's on all the faces
- 56 A child's portrait with "born" written on the back, along with the next year's date
- 57 A dagger-sized shark tooth
- 58 A finger that's taken root in a small pot
- 59 A toolbox containing the remains of a dangerous but broken clockwork arachnid
- 60 A pitcher-sized, opalescent snail shell that occasionally, inexplicably shudders or tips over
- 61 The logbook of an ice-breaking ship called The Haifisch
- 62 A small portrait of you as a child, alongside your identically dressed twin
- 63 A silver pocket watch with thirteen hours marked on the face
- 64 A woodcut of a wolf devouring its own hind leg
- 65 A planchette etched with raven skulls
- 66 A moist coral figurine of a lamprey with arms, legs, and a bipedal stance
- 67 A bronze fingertrap sculpted with roaring tigers
- 68 A pearl necklace that turns red under the full moon
- 69 A fossil of a fish with humanoid features
- 70 A plague doctor's mask
- 71 A paper talisman with smudged ink
- 72 A locket containing the smeared image of an eyeless figure
- 73 A canopic jar with a lid sculpted like a goat
- 74 A jack-o'-lantern made from a small, pale gourd
- 75 A single high-heeled, iron shoe
- 76 A candle made from a severed hand
- 77 A clockwork device that beats like a heart
- 78 A blank masquerade mask
- 79 A glass eye with a live worm inside
- 80 A sheet with two eyeholes cut in it
- 81 The deed to someplace called Tergeron Manor
- 82 An ornate, wax-sealed crimson envelope that resists all attempts to open it
- 83 A mourning veil trimmed in black lace
- 84 A straitjacket covered in charcoal runes
- 85 A tattered, burlap mask with a crooked smile painted on it

d100 Horror Trinket

- 86 A green ribbon designed to be worn as a choker
- 87 Dentures with mismatched, sharpened teeth
- 88 A warm, fist-sized egg case
- 89 A copper ring with "mine" engraved on the inside
- 90 A glass ampoule containing a neon green fluid
- 91 An eye patch embroidered with a holy symbol
- 92 A severed big toe with a nail that continues to grow
- 93 A journal that has been heavily redacted
- 94 A glove with a mouth-like design stitched on the palm
- 95 An ornate but empty reliquary made of silver and fractured glass
- 96 A ceramic figure of a cat with too many eyes
- 97 A crumpled paper ticket bearing the words "admit none"
- 98 An electrum coin with your face on one side
- 99 A shrunken gremishka head that twitches when anyone casts magic nearby
- 100 A sunburst amulet with a red stone at the center



ICEWIND DALE TRINKETS †

d100 Icewind Dale Trinkets

- 01– A small wooden figurine of a yawning walrus,
04 painted in red and black
- 05– A pair of scrimshaw cufflinks with an image of a
08 fisherman on a boat engraved on them
- 09– A small iron key with a frayed blue and gold cord
12 tied to it
- 13– A small illustrated book of Northlander myths that
16 has pages missing
- 17– A damaged scrimshaw cameo depicting a merfolk
20
- 21– A stone from a burial cairn with a tiny Dwarvish
24 rune carved into it
- 25– A ripped cloth sail with a symbol you don't
28 recognize
- 29– An Ulu knife with a scrimshaw handle
32
- 33– A jar containing an unidentifiable, sweet, sticky
36 substance
- 37– A delicate glass ball painted with snowflakes,
40 capped by a metal loop with a tiny hook attached to it
- 41– An expedition log with missing pages and a pressed
44 flower used as a bookmark
- 45– An owl figurine carved from whalebone
48

d100 Icewind Dale Trinkets

- 49– A sewing box that smells of old wood and has three
52 spools of blue thread inside
- 53– A scrimshaw-handled ink pen with black runic
56 designs along its length
- 57– A brooch made from a small insect encased in
60 amber
- 61– A scrimshaw pepper shaker etched with the letter
64 W
- 65– An old, wooden-handled ice pick stained with
68 blood that won't wash off
- 69– A fabric doll bearing an angry expression
72
- 73– A set of wind chimes made from seashells
76
- 77– A beautiful silver tin that, when opened, emits the
80 smell of rotting fish
- 81– A bloodstained dreamcatcher made from fishing
84 line, gold wire, and snowy owlbear feathers
- 85– A figurine of a polar bear made of ice that never
88 melts
- 89– A snow globe that doesn't need to be shaken
92
- 93– A piece of sea glass shaped like a unicorn's horn
96
- 97– A dark blue scarf that gets lighter in shade the
00 higher the altitude of the wearer

† *Icewind Dale: Rime of the Frostmaiden*, appendix A



ABOUT THIS DOCUMENT

This publication was created to expand on Chapter 5 of the *Player's Handbook*, solely with WotC published material (which is referenced where applicable). None of it is homebrewed by the author.

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THE DECK OF DECKS

DriveThruCards

This section features the 3rd-party product, the Deck of Decks, which is an actual deck of 54 cards (standard poker-sized cards, each with 3 images) that serves a total of five purposes:

- First and foremost, it is a standard 54-card deck of **PLAYING CARDS** that can be used for any non-D&D card game requiring up to 54 cards.
- It is a deck of 5e compatible **TAROKKA (TAROT) CARDS** that can be used in an TTRPG game. This is the center image on all 54 cards.
- It is a **DECK OF MANY THINGS**. This includes 22 cards (the two jokers are shared with the deck of illusions) that can be pulled out into their own deck for game play. Full deck vs. standard deck and cards with enmity are also identified. These are cards noted with a red dragon in the top left corner.
- It is a **DECK OF ILLUSIONS**. This includes 34 cards (including the two jokers that are shared with the deck of many things) that can be pulled into their own deck for game play. These are cards noted with an eye image in the top left corner.
- It is a **DECK OF COMMONS**. This includes 52 cards consisting of a variety of common magic items that can be used for a variety of purposes including random loot generation. These are cards with a large bluish banner in the bottom right corner.

