

Equipment

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

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

When you create your character, you receive equipment based on a combination of your background and class. Alternatively, you can start with 175 gold pieces (gp) and spend them on items from the lists in this chapter.

Wealth

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

Coinage

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

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

A standard coin weighs about a third of an ounce (a little more than a U.S. quarter), so fifty coins equal a pound.

A typical commoner uses copper pieces and sometimes silver. Other coins are mainly for

wealthy merchants, nobles, and the hoards of greedy dragons.

STANDARD EXCHANGE RATES

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

Selling Loot

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

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

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

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

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

Armor and Shields

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

Armor Categories

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

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

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

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

Shield. A shield provides additional protection above and beyond what armor offers.

Using the Armor Table

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

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

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

Armor Class (AC): Armor protects its wearer from attacks, whether those attacks come in the form of a sword strike or a fiery missile hurled from a wizard. The armor (and shield) you wear determines your base Armor Class. If you wear light armor, you add your Dexterity modifier to that base number to determine your Armor Class. If you wear medium armor, you can add your Dexterity modifier, to a maximum of +2. Heavy armor doesn't let you add your Dexterity modifier at all.

Speed: Some armor lowers your speed. Reduce your speed by the given amount.

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

Weight: The armor's weight.

Getting Into and Out of Armor

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

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

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

DONNING AND REMOVING ARMOR

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

Armor Proficiency

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

ARMOR

Armor	Price	Armor Class (AC)	Speed	Stealth	Weight
<i>Light Armor</i>					
Padded armor	5 gp	11 + Dex modifier	—	Disadvantage	5 lb.
Leather armor	10 gp	11 + Dex modifier	—	—	8 lb.
Dragon leather	500 gp	12 + Dex modifier	—	—	15 lb.
Mithral shirt	5,000 gp	13 + Dex modifier	—	—	10 lb.
<i>Medium Armor</i>					
Hide armor	10 gp	12 + Dex modifier (max 2)	—	—	10 lb.
Studded leather	25 gp	13 + Dex modifier (max 2)	—	—	13 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Studded dragon leather	500 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Dragon scale	500 gp	15 + Dex modifier (max 2)	—	Disadvantage	50 lb.
Mithral scale	5,000 gp	15 + Dex modifier (max 2)	—	—	25 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	–5 feet	Disadvantage	22 lb.
Chain mail	75 gp	16	–5 feet	Disadvantage	55 lb.
Splint	500 gp	17	–5 feet	Disadvantage	50 lb.
Banded	750 gp	17	—	Disadvantage	55 lb.
Plate	5,000 gp	18	–5 feet	Disadvantage	110 lb.
Mithral plate	6,000 gp	18	—	Disadvantage	40 lb.
<i>Shield</i>					
Buckler	5 gp	+1	—	—	4 lb.
Shield	10 gp	+2	—	—	8 lb.

Armor Descriptions

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

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

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

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

Dragon Scale. This suit of scale mail is made from a dragon's scales rather than metal,

granting it superior protective capabilities and flexibility.

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

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

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

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

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

Plate. Consisting of shaped and fitted metal plates riveted and interlocked to cover the entire

body, a suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body. Each suit of plate must be individually fitted to its owner by a master armorsmith, although a suit gained from another can be resized to fit a new owner for half the armor's market price.

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

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

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

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

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

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

Weapons

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

Weapon Categories

Each weapon falls into one of the following categories, which are broad groups that share

certain key traits. Your class determines what weapons you can use.

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

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

Using the Weapon Table

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

Name: The weapon's name.

Price: The weapon's typical market price.

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

Weight: The weapon's weight.

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

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

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

Critical: When you score a critical hit with a weapon that has the critical property, the damage value in parentheses after the critical property is added to the damage instead of the weapon's damage die.

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

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

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

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

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

Range. A weapon that can be used to make a ranged attack has a range 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 maximum range. When attacking enemies beyond normal range, you have disadvantage on attack rolls.

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

Special. A special weapon has unusual rules governing its use, explained in the text following the table.

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

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

Versatile. This weapon can be used with one or two hands. The damage value in parentheses after the versatile property is the damage when the weapon is used with two hands. Small creatures must use these weapons two-handed.

Worn. A worn weapon is part of your clothing or (more likely) armor, such as a gauntlet. It doesn't occupy a hand, so you can hold other weapons or items and still use a worn weapon.

Weapon Proficiency

Your race, class, and certain feats can grant you proficiency with certain specific weapons or categories of weapons. If you make an attack roll using a weapon with which you lack proficiency, you make the attack roll with disadvantage.

WEAPONS

Name	Price	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Gauntlet	1 gp	1d4 bludgeoning	1 lb.	Light, worn
Club	1 sp	1d6 bludgeoning	3 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 30/120)
Flail	10 gp	1d8 bludgeoning	6 lb.	—
Great club	2 sp	1d10 bludgeoning	10 lb.	Two-handed
Javelin	5 sp	1d6 piercing	4 lb.	Thrown (range 30/120)
Mace	5 gp	1d8 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d10 bludgeoning	4 lb.	Two-handed
Sickle	1 gp	1d6 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	4 lb.	Thrown (range 20/60)
Unarmed strike	—	1 bludgeoning	—	—

Simple Ranged Weapons

Crossbow, light	25 gp	1d6 piercing	6 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp each	1d4 piercing	1 lb.	Finesse, thrown (range 30/120)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Ammunition (range 30/120)

Martial Melee Weapons

Battleaxe	10 gp	1d8 slashing	5 lb.	Critical (1d12)
Glaive	10 gp	1d10 slashing	9 lb.	Critical (2d6), heavy, reach, two-handed
Great axe	30 gp	1d12 slashing	10 lb.	Critical (2d8), heavy, two-handed
Great sword	50 gp	2d6 slashing	7 lb.	Heavy, two-handed
Halberd	10 gp	1d8 piercing	6 lb.	Heavy, reach, special, two-handed
Handaxe	5 gp	1d6 slashing	3 lb.	Light, thrown (range 20/60)
Lance	10 gp	1d12 piercing	8 lb.	Mounted, reach
Light hammer	2 gp	1d6 bludgeoning	3 lb.	Light, thrown (range 20/60)
Long sword	15 gp	1d8 slashing	4 lb.	Versatile (1d10 slashing)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	5 lb.	Critical (1d12)
Pike	5 gp	1d10 piercing	5 lb.	Reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Short sword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	5 lb.	Thrown (range 20/60), versatile (1d8 piercing)
War pick	5 gp	1d8 piercing	4 lb.	Critical (1d12)
Warhammer	15 gp	1d8 bludgeoning	4 lb.	Versatile (1d10 bludgeoning)
Whip	2 gp	1d4 slashing	3 lb.	Light, reach, special

Martial Ranged Weapons

Blowgun	10 gp	1 piercing	2 lb.	Ammunition (range 30/90), loading, special
Bolas	2 gp	1 bludgeoning	1 lb.	Special, thrown (range 30/90)
Crossbow, hand	75 gp	1d8 piercing	3 lb.	Ammunition (range 30/120), loading
Crossbow, heavy	50 gp	1d10 piercing	19 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d10 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	None	3 lb.	Special, thrown (range 20/60)

Improvised Weapons

An improvised weapon can be any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

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

An object that bears no resemblance to an actual weapon deals 1d4 damage, or 1d6 if it is wielded with two hands. The DM assigns a damage type appropriate to the object.

Silvered Weapons

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

Special Weapons

Weapons with special rules are described here.

Bolas. A Large or smaller creature hit by a bolas must succeed on a DC 10 Dexterity saving throw or be restrained by it. A creature can

break free of the bolas by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the bolas. Formless creatures are immune to this effect.

Halberd. A halberd consists of a long spike, an attached axe blade on a long pole, and a hook on the back of the axe blade. The hook is designed to pull mounted enemies from their mounts, and it can also let you pull standing creatures to the ground. If you deal damage to a creature with the halberd, the creature must succeed on a Strength saving throw or fall prone. The DC of the check is equal to your attack roll result.

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

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

Oriental Weapons

If you wish to equip your character with a weapon derived from Asian, rather than European, history, you can choose from the weapons listed below. Each Oriental weapon has an equivalent weapon from the Weapons table, and thus has the same properties, weight, damage range, and price as the equivalent weapon.

Name	Equivalent Weapon
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Simple Melee Weapons

Karambit	Sickle
Nunchaku	Mace
Tantō	Dagger

Simple Ranged Weapons

Shuriken	Dart
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Martial Melee Weapons

Kama	Handaxe
Katana	Long sword
Sai	Light hammer
Wakizashi	Short sword

Adventuring Gear

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

Equipment Proficiency

Your background, class, or feats might give you proficiency with certain tools or activities. Proficiency with equipment allows you to make the best use of that equipment, as described in each item's entry following the table.

ADVENTURING GEAR

Item	Price	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Adventurer's kit	9 gp	39 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Ammunition		
Arrows (20)	1 gp	3 lb.
Bolts (20)	1 gp	3 lb.
Bullets (20)	4 cp	2 lb.
Needles (50)	1 gp	1 lb.
Antitoxin (vial)	50 gp	—
Artisan's tools*	5 gp	5 lb.
Backpack	2 gp	2 lb.
Ball bearings (100)	1 gp	1 lb.
Bedroll	1 gp	5 lb.
Bell	1 gp	—
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Bucket	5 cp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	1/10 lb.
Case (for map or scroll)	1 gp	1 lb.
Chain (10 feet)	5 gp	5 lb.
Chalk (1 piece)	1 cp	—
Climber's kit*	25 gp	5 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 sp	5 lb.
Disguise kit*	25 gp	8 lb.
Fishing tackle	1 gp	4 lb.
Flask	2 cp	—
Gaming set	1 gp	1/2 lb.
Grappling hook	2 gp	4 lb.
Hammer	2 sp	2 lb.
Hammer, sledge	5 sp	10 lb.

Healer's kit*	5 gp	1 lb.
Holy symbol	5 gp	—
Holy water (flask)	25 gp	1 lb.
Horse	75 gp	—
Hourglass	5 gp	1 lb.
Hunting trap	5 gp	15 lb.
Ink (1 ounce bottle)	10 gp	—
Ink pen	2 cp	—
Jug	2 cp	9 lb.
Ladder (10-foot)	1 sp	20 lb.
Lantern	5 sp	1 lb.
Lantern, bullseye	10 gp	3 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	—
Manacles	2 gp	2 lb.
Mess kit	1 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Musical instrument*	5 gp	3 lb.
Navigator's tools*	25 gp.	2 lb.
Oil (1 pint flask)	1 sp	1 lb.
Orb	10 gp	2 lb.
Paper (one sheet)	2 sp	—
Parchment (one sheet)	1 sp	—
Pick, miner's	5 sp	10 lb.
Piton	5 cp	1/2 lb.
Poison, basic (vial)	100 gp	—
Poisoner's kit*	50 gp	2 lb.
Pole (10-foot)	5 cp	8 lb.
Pot, iron	1 sp	10 lb.
Potion of healing	50 gp	1 lb.
Pouch	1 gp	1 lb.
Ram, portable	1 gp	20 lb.
Rations (1 day)	1 sp	1 lb.
Robes	1 gp	4 lb.
Rod	10 gp	2 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	1 lb.
Shovel	5 sp	8 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	1 lb.
Spellbook	75 gp	3 lb.
Spike, iron (10)	2 cp	5 lb.
Spyglass	1,000 gp	1 lb.
Staff	10 gp	4 lb.
Tent	2 gp	20 lb.
Thieves' tools*	25 gp	1 lb.
Tinderbox	5 sp	1 lb.
Tome	25 gp	5 lb.

Torch	1 cp	1 lb.
Vial	1 gp	—
Wand	10 gp	1/2 lb.
Waterskin	2 sp	4 lb. (full)
Whetstone	1 cp	1 lb.

* Requires Proficiency

Acid. A glass vial of acid holds 4 ounces. As an action, you can splash the contents of the 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 target creature or object. On a hit, the target takes 1d4 acid damage. If poured on metal, the metal takes 1d4 acid damage at the start of each of your turns for 1d4 rounds.

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

Alchemist's Fire. This sticky, adhesive fluid ignites when exposed to air. A clay flask of alchemist's fire contains 1 pint. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 11 Dexterity check to extinguish the flames.

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

Antitoxin. A glass vial of antitoxin contains 4 ounces, which serves as a single dose. A living creature that drinks this liquid gains poison resistance and advantage on saving throws against poison for 1 hour.

Artisan's Tools. These special tools include the items needed to pursue a craftsman's trade. Each set of artisan's tools provides items related to a single craft.

If you have proficiency with a type of artisan's tools, you can craft nonmagical items related to that craft. You must have raw materials worth one-half of the item's market value and spend time crafting it. The DM determines the time

required (usually one day, but complex items might require several days).

Backpack. This leather pack can hold up to 1 cubic foot of material, or about 30 pounds of gear. You can also strap items such as a bedroll or a coil of rope to the outside of the pack.

Ball Bearings. These tiny metal balls come in a pouch, which you can spill to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 11 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw.

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 lift up to four times the weight you can normally lift.

Bucket. A serviceable wooden bucket can hold three gallons of liquid, or about half a cubic foot of solid items.

Caltrops. A caltrop consists of four sharp metal spikes arranged in such a way that they always rest on the ground with one point upward. A single bag of caltrops covers a 5-foot-square area. Any creature that enters the area must succeed on a DC 11 Dexterity saving throw or stop moving and take 1 piercing damage and a –10-foot penalty to speed until it regains this hit point. A creature moving through the area at half speed doesn't need to make the saving throw.

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

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

Climber's Kit. A climber's kit includes special pitons, boot tips, gloves, and a harness that aid in climbing. If you have proficiency with a climber's kit, you don't need to make Strength checks to climb difficult surfaces when you are using the kit.

Component Pouch. A component pouch is a small, watertight leather belt pouch that holds a variety of spell material components. A component pouch holds all the material components and other special items you need to cast your spells, except for those components that have a specific cost. In addition, it can serve as a magic focus for certain classes, such as the mage.

Crowbar. Using a crowbar grants a +2 bonus to Strength checks where the crowbar's leverage can be applied.

Disguise Kit. If you have proficiency with this bag of cosmetics, hair dye, and small physical props, you can create believable disguises that change your physical appearance. Anyone trying to see through your disguise makes a Wisdom check contested by your Charisma check.

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

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

Gaming Set: This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as three-dragon ante). The DM might decide larger or fantastical games, or more elaborate game boards and pieces (for games such as dragonchess), have a higher price and weight. If you are proficient in a game, you have advantage on ability checks made to play that game.

Healer's Kit. This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. You can expend one use of the kit, as an action, to stabilize a creature that has 0 hit points. If you have proficiency with a healer's kit, expending a use of the kit gives you advantage on a Wisdom check to administer first aid.

Herbalism Kit. This kit contains a variety of instruments, like clippers, mortar and pestle, pouches and vials used by herbalists to create remedies and potions.

If you have proficiency with an herbalism kit, you can use it to craft *potions of healing*. You must have raw materials worth 25 gp and spend one hour crafting the potion.

Holy Symbol. A holy symbol is a small representation of a god or pantheon, usually made from silver. This symbol serves as a magic focus. Certain classes (such as the cleric) require you to have a magic focus to gain your spellcasting bonus.

Holy Water. A clay flask of holy water contains 1 pint. As an action, you can splash the contents of the 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. On a hit against a fiend

or evil undead creature, the target takes 1d4 radiant damage.

Horse. A typical riding horse can carry one rider and most of the typical adventurer's supplies at a speed of 60 feet. If you have proficiency with riding, you have advantage on ability checks made to control the mount under difficult circumstances.

Hunting Trap. When set, 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). Breaking free of the trap requires a successful DC 13 Strength check. Each failed check deals the trapped creature 1 piercing damage.

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

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

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

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

Lock. A lock is worked with a key that 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. 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.

Musical Instrument. If you have proficiency with a given musical instrument, you can play it in an entertaining way. The DM might decide larger or fantastical instruments have a higher price and weight.

Navigator's Tools. This kit contains a variety of instruments used for navigation, both over land and sea. If you are proficient in navigator's tools, you can use these tools to gain advantage on any check you make to avoid getting lost.

Oil. A clay flask of oil holds 1 pint, which burns for 6 hours in a lantern. As an action, you can splash the contents of the 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. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after about 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a pint 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 takes 5 damage at the end of its turn.

Orb. An orb is a 3- to 5-inch diameter sphere of mineral, such as quartz or jade, designed to comfortably fit in the palm of the hand. It is typically ornamented with runes, silver wire netting, or other exotic embellishments. An orb serves as a magic focus. Certain classes (such as the mage) require you to have a magic focus to gain your spellcasting bonus.

Poison, Basic (Carriion Crawler Brain Juice). Carriion crawler brain juice is a poison that is applied to a weapon or piece of ammunition when you use the poison. The first time you hit a

creature with the poisoned weapon, the poison is expended and the creature must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The victim can repeat the saving throw at the end of each of its turns, ending the condition early on a successful save.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other apparatuses necessary for the creation of poisons.

If you have proficiency with a poisoner's kit, you can create a single dose of a poison that you are familiar with. Creating one dose of poison takes 1 hour, and to do so, you must expend raw materials worth one-half the market price of the poison.

Pot, Iron. Good for cooking, an iron pot can hold up to 1 gallon of fluid.

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

Pouch. This leather pouch straps to your belt. A pouch can hold about one-fifth of a cubic foot of material, or about 6 pounds of gear.

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

Rod. This short rod of wood or metal is carved in runes and other arcane symbols. A rod acts as a magic focus. Certain classes (such as the mage) require you to have a magic focus to gain your spellcasting bonus.

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

Rope, Silk. This light rope has characteristics similar to hempen rope, but weighs less.

Sack. This drawstring burlap bag can hold 1 cubic foot of material, or about 30 pounds of gear.

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 small trade goods, to help determine their worth.

Spellbook. A leather-bound tome with 100 pages of blank parchment, a spellbook is essential for mages.

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

Staff. A staff is a 5 to 8-foot long shaft carved of hardwood and ornamented with silver wire, semiprecious headpieces, runes carved up the shaft, or other such embellishments. A staff functions as a magic focus or as a quarterstaff. Certain classes (such as the mage) require you to have a magic focus to gain your spellcasting bonus.

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

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

Proficiency with thieves' tools allows you to use them to attempt the following tasks.

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

Open a Lock: You can use your action to make a Dexterity check to attempt to open a lock. If you succeed, you open the lock.

Tinderbox. This small container holds flint, firesteel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Lighting a torch with the flint and steel takes an action, and lighting any other fire takes at least that long.

Tome. This heavy book contains text pertaining to a particular field of lore. The DM assigns a DC to the tome's lore (15 for the basic tome). If you spend an hour studying the tome, you automatically succeed at one lore-related skill check with a DC less than or equal to the tome's DC rating.

Torch. A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light in a 40-foot radius.

Vial. This ceramic, glass, or metal vial fitted with a tight stopper is usually no more than an inch wide and holds about 4 ounces of liquid.

Wand. A wand is a 1-foot long, 1/2-inch diameter switch of hardwood ornamented with crystal segments, the hair of magical beasts threaded through the length, or other exotic elements. A wand serves as a magic focus. Certain classes (such as the mage) require you to have a magic focus to gain your spellcasting bonus.

Waterskin. A waterskin can hold up to 4 pints of liquid.

Expenses

When not descending into the depths of the earth, exploring ruins for lost treasures, or waging war against the encroaching darkness, adventurers are left facing more mundane realities. Even in a fantastical world, people require the basic necessities, such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

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 of 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 month, you choose a lifestyle from the Expenses table, and pay the monthly price to sustain that lifestyle. Your lifestyle might change from month to month, 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 and your equipment might fail you when you need it most.

Expenses

Lifestyle	Price/Month
Wretched	—
Squalid	3 gp
Poor	5 gp

Modest	25 gp
Comfortable	50 gp
Wealthy	100 gp
Aristocratic	250 gp+

Wretched. You live in squalor. 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, and you have very few legal protections.

Squalid. You might live in a leaky stable, a mud-floored hut just outside town, or in a vermin-infested boarding house in the worst part of town. You have shelter from the worst of 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 or other. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without most of the comforts available in a community. Simple food and lodgings, threadbare clothing, and conditions often violent and unpredictable 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 might 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 might 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. Life at this level is simple and possibly dull. Ordinary people living modest lifestyles include soldiers

with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means better accommodations, food, and drink. You can afford nicer clothing and can easily maintain your equipment. You might live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You might associate with merchants, skilled tradespeople, and 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 good lodgings, usually a sizeable home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants and cooks, including a footman or majordomo.

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, have the most skilled and fashionable tailor, and servants to attend to your every need. You receive invitations to the social gatherings of the rich and powerful and can expect to spend many evenings in the company of politicians, guild leaders, high priests, and nobility. You have the very best legal protections, however you must also contend with the highest levels of deceit, trickery, and treachery. The wealthier you are, the greater the chance you will be drawn into some political intrigue, as an ally, a pawn, or as an enemy.