



WRAITH WRIGHT'S EXPANDED TOOL & GEAR MANUAL

SUPPLEMENTS by RANDALL RIGHT

PLAYER TOOLS

A full catalog of adventuring gear, artisan's tools, trinkets, and craftable compounds for the world's greatest roleplaying game



WRAITH WRIGHT'S EXPANDED TOOL & GEAR MANUAL



CREDITS

Your Dungeon Master: Randall Right

Illustration: Cover (Trackers) by Dean Spencer.

Some chapter heads and additional color illustration by Dean Spencer and Felipe Gaona. Line-drawn art by Andrew Krahne, David Lewis Johnson, Ian MacLean, Joyce Maureira, Luigi Castellani, Miguel Santos.

Additional illustrations courtesy of Wizards of the Coast.

Additional Graphic Design: Cole Twogood, Jason Sythe, Randall Right

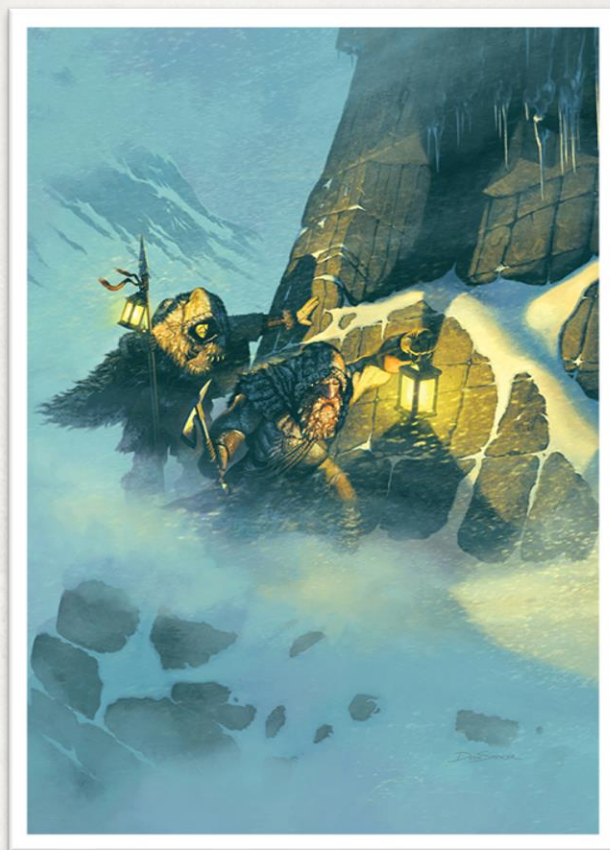
Playtesting and Quality Consultation: Brent Collins, Charles Baker, David Hollingsworth, Matthew Skau, Robert Ochs, Scott Szydlo

Version: 5 (January 2021)

ON THE COVER

Trackers by Dean Spencer

Bundled in cold weather clothing, two adventurers use lanterns with slow-burning oil to illuminate the tracks of their prey across a snowy wilderness.



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DEAN SPENCER

Chapter 0

CHAPTER 0: INTRODUCTION

CARRYING PROPER EQUIPMENT IS THE MARK OF A successful adventurer. Bringing the right gear is what separates the professional from the hapless seeker who finds only a swift doom. The amateur trusts his wit and quickly finds its limits. But a professional adventurer anticipates the hazards she will encounter and girds herself accordingly.

When it's time to go adventuring, players turn to the slim pickings of the *Player's Handbook* to outfit their characters. In editions past, supplemental gear was available in *The Arms & Equipment Guide* (second and third editions) or *Adventurer's Vault I & II* (fourth edition). These books offered new options useful—often specialized—gear. However, no such expansions exist in the current edition.

That's where this product comes in.

COMPREHENSIVE MANUALS

This supplement contains excerpts from the *Comprehensive Equipment Manual* available as a separate product or as part of a mithral best-selling anthology of books on the Dungeon Masters Guild.

For a lower price, the *Expanded Tool & Gear Manual* contains just the adventuring gear, tools, trinkets, and compounds from that comprehensive treatise on equipment of all kinds. Other supplements excerpting that book include the *Expanded Armor Manual* and *Expanded Weapons Manual*.

These excerpts present smaller, more easily digested sections of gear, particularly useful for players interested in only a subset of the original *Comprehensive Equipment Manual's* contents. As later works, these also contains updates, particularly reflecting the new items in more-recent official books.

For companion products to these, see also the *Expanded Wealth Manual* and *Magic Item Management*.

HOW TO USE THIS PRODUCT

The follow suggestion describes how we imagine players and Dungeon Masters using this supplement.

CHAPTER CONTENTS

The chapters of this product expand upon equipment subcategories found in chapter 5 of the *Player's*

Handbook: adventuring gear, tools, and trinkets. It also adds an array of brewed compounds translated from the equipment supplements of past editions.

CHAPTER 1: ADVENTURING GEAR

A vast expansion of the utilitarian gear useful to adventurers. It separately addresses new equipment packs, more containers, ammunition of various types, and a host of magic-users' gear.

CHAPTER 2: TOOLS

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

CHAPTER 3: TRINKETS

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

CHAPTER 4: CRAFTED COMPOUNDS

A vast set of useful compounds craftable with alchemist's supplies, herbalism kits, and poisoner's kits. Many are derived from prior editions.

Among this chapter's toxins are standard monster poisons, translated into the language and rules of character-usable toxins to better facilitate harvesting with poisoner's kits.

CONTROLLED INCLUSION

We intend for Dungeon Masters to allow access to the extra useful gear in the first three chapters of this book without restrictions. The individual description of each item can also be useful for helping players imagine what their gear looks like.

However, this book's fourth chapter is of a different character; crafted compounds are specialized products derived from uncommon or rare crafting formulas, or from difficult-to-acquire monster parts. The DM should regulate access to them to some degree.

SYSTEM CHANGES

This product alters or enhances the rules for several items. A "System Change" tag appears their descriptions explaining the change so the DM can consider it and revert alteration if desired. Where a change affects an item's appearance on a table, those changes appear in [brackets].

INVENTORY & NEW GEAR INTEGRATION

These guidelines and options are here to help the DM integrate and manage a gear-focused campaign.

IS INVENTORY MANAGEMENT REALLY NEEDED?

Some campaigns simply ignore the rules for encumbrance and the management of equipment.

Overlooking these standard rules is a particularly useful approach for novice players and Dungeon Masters. In such campaigns, characters can tote any amount of weight and are only penalized if the Dungeon Master believes, in some abstract sense, that their carried items are too cumbersome. Treasure gets recorded on a list until it can be divided, and no one worries about who carries it unless the treasure is particularly bulky.

Likewise, whatever weapons a character wants to use are automatically in-hand when needed; no time or actions (no “interactions” with objects or the environment) are required to switch between weapons or to find potions in a backpack. Only the action needed to use the thing—that weapon or potion—is tracked.

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

OPTION: EFFICIENT ENCUMBRANCE

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

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

The list has a maximum weight equal to the character’s combined excess carry weight, including magical additional capacities provided by *bags of*

holding and the like. The players each calculate the weight of their normal equipment and report excess capacity, the sum of which is noted at the top of the efficient encumbrance list. It is assumed that multiple party members carry this gear, but it doesn’t matter who carries the individual items on the list.

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

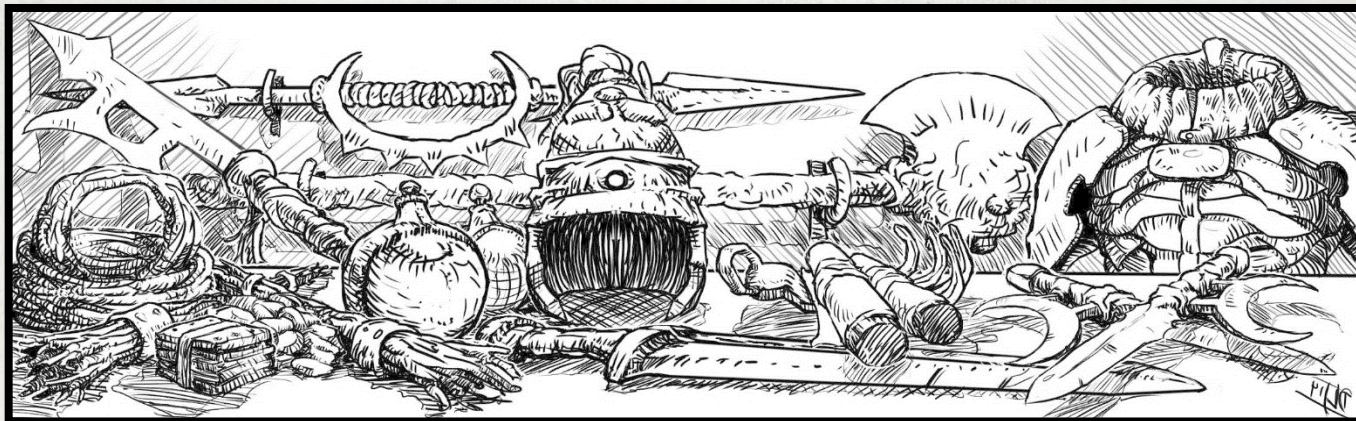
Containers. Beyond carry weight capacities, DUNGEONS & DRAGONS limits what players can carry based on the containers they possess. The item list can therefore track two weight numbers, the sum of the player characters’ excess carry weights, and the sum of their containers’ excess carry weights. With this permutation, it pays to have extra sacks in the dungeon; they’re cheap, lightweight, and hold a lot.

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

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

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

DWARVEN SPEED TRAIT WITH THE ENCUMBRANCE RULE
Dwarves have a special Speed trait which says, “speed is not reduced for wearing heavy armor.” This reflects an important racial benefit, one found in prior editions



too. It allows dwarves to maintain normal movement while carrying heavy burdens, partly mitigating their lower standard speed.

If your campaign uses the optional Encumbrance rule found in the *Player's Handbook*, all characters ignore the speed reduction for wearing armor, being instead affected by total weight of equipment carried. The optional encumbrance rule makes no provision to incorporate or translate dwarves' exceptional carrying power. That important racial advantage is simply lost.

To preserve this benefit for dwarves while using the encumbrance optional rule, make the following

modification. A dwarf that is encumbered or heavily encumbered reduces the associated movement penalty by 10 feet. This means an **encumbered** dwarf has no speed reduction and a **heavily encumbered** dwarf has a speed reduction of only 10 feet. This does not obviate the other penalties of being heavily encumbered.

OPTION: ITEM SWAPS

Part of the DM's task in integrating the new gear in this supplement is introducing it in a fair way at character creation, a topic addressed in this sidebar.

ITEM SWAPS

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

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

- ❖ Equipment packs are the easiest example of these swaps. Any character's class-granted pack can be replaced by any of the expanded equipment packs in this supplement, so long as the selection is of equal or lesser value.
- ❖ Armor cannot swap between categories (light, medium, heavy, or shields). A character with a Strength score lower than 13 might want to swap a suit of chain mail for ring mail; this works since both are in the heavy category, and the new suit is no more expensive than the original.
- ❖ Weapons cannot swap between the martial and simple categories, nor between the ranged and melee designations. A longbow could be swapped for a heavy crossbow since both weapons are martial and ranged, and the new weapon is no more expensive than the original. Likewise, a handaxe can be swapped for a mace, since both are simple melee weapons the mace is no more expensive than the handaxe.

Other items can only be swapped with the Dungeon Master's guidance. Replacement items must adhere to the general function or concept of what was swapped; equipment packs can be swapped for equipment packs, musical instruments for musical instruments, and so on.



Dan Spencer

Chapter 1

CHAPTER I: ADVENTURING GEAR

RULES CHANGES ARE NECESSARY FOR THE ADDITIONS in this catalog. The greater variety of weapons, with their wider range of functionality, means new weapon properties and weapon dice are necessary. Various race, class, and feat rules also need modification to contemplate the new weapons.

GENERAL ITEMS

This category of gear covers miscellaneous items. General gear includes things that characters of all types might want to take on their adventures, items that don't easily fall into other categories of adventuring gear.

DESCRIPTIONS

"General" adventuring gear is described here.

Abacus. *A rectangular frame with beads that slide on rows of string or wire. This tool is used for tracking large sums and performing arithmetical functions.*

Ascender. *A clasp on this small tool attaches to a harness while the other end is clipped to a rope. Locking gears within the device allow the rope to pass through it unhindered in one direction, but will clamp down on the rope, preventing its movement, if it moves the other direction. This allows a character to climb a rope without fear of falling or sliding back down the rope.*

It also allows the character to stop climbing a rope and use both hands for something else without falling.

An ascender can be unlocked with an action or bonus action, allowing the rope to pass freely in either direction. An ascender cannot be used on a rope that has been knotted at intervals for easier climbing.

Ashiaro. These wood-cut soles attach to the bottom of normal footwear. Each set is carved to leave a different type of tracks where the wearer walks. The tracks can be that of an animal or of a larger or smaller humanoid, perhaps a child.

When wearing ashiaro and moving at half speed, you can attempt a Dexterity (Deception) check to leave convincing tracks. (This is a non-standard pairing of an ability and a skill.) A Wisdom (Survival) check

made to identify the tracks will only recognize them as fake if it equals or exceeds your check.

Ball Bearings (Bag of 1,000). *Ball bearings are tiny metal balls spilled to create a distraction and a hazard in the affected area.*

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

Ball Bearings, (Box of 10,000). *This wooden box has multiple compartments with sliding doors, and a complex internal mechanism.*

The contraption has two functions. Ball bearings can be distributed from it manually; each action used can pour bearings to fill a square area that is 10 feet on a side. The box holds enough balls to cover 10 such

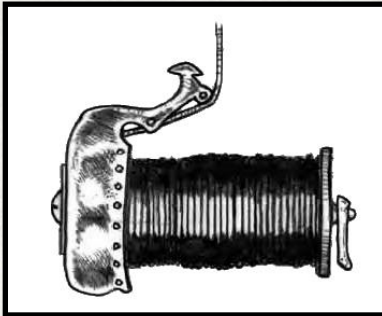
areas. Alternately, the contraption can be strategically placed and deployed using a plunger that opens a series of spouts around the box. This requires a single action. If deployed on a flat, hard surface, such an activation sends ball bearings flooding out in all directions, covering a 20-foot radius area around the point where the box was deployed. A creature moving across the area must succeed on a DC

10 Dexterity saving throw or fall prone. A creature moving through these affected areas at half speed doesn't need to make the save.

Banner, Flag, or Pennant. *A cloth square, rectangle, triangle, or similar shape, often used as a device for identity based on its color, shape, markings, or other adornments.*

These typically bear complex signs of heraldry, the lore of which can be identified with an Intelligence (History) check or, in some cases, the Mercenary Life background feature.

Bedroll. *Bedding suitable for one person to sleep on and small enough to be rolled up and tied into a cylindrical bundle. A bedroll might also take the form of a hammock or other bedding sized for one person.*



GENERAL ITEMS, PART 1

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

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

GENERAL ITEMS, PART 2

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

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

Bell. A bell is a metal cup, often with a handle or hook opposite the open end. When struck, the bell makes a resonating note. The typical configuration includes an internal striker attached to the interior such that the bell sounds whenever it is moved.

Bell Kit. A bell kit is a long, thin string to which is attached a series of tiny bells and several delicate tripods that hold the string about 6 inches off the ground. Each bell kit is about 20 feet long. A single kit can be strung across a hallway to provide a warning system or a series of kits can encircle a campsite to add a ring of security. Alternately, a bell kit can be strung over a pile of equipment to warn of tampering. Ideally, the kit is hidden among foliage or otherwise disguised.

It takes one minute to put a bell kit in place. The resulting trap is triggered when someone crosses the line or interacts with something the bell kit covers, causing the bells to ring gently. The ringing can be easily heard up to 30 feet away. An intelligent creature may spot the trap with a Wisdom (Perception) check,

the DC of which is 10, or 12 if the line is somehow concealed or camouflaged. Success allows the line to be easily bypassed.

Blanket. A heavy blanket, usually made of wool, often added to a bedroll when sleeping in chilly outdoor climates.

Block and Tackle. A set of pulleys with a cable threaded through them and a hook to attach to objects.

A block and tackle allows you to hoist up to four times the weight you can normally lift.

Book. A book might contain poetry, historical accounts, information pertaining to a philosophy, diagrams and notes on tinkerer's contraptions, or just about anything else that can be represented using text or pictures. Books can also be blank, for writing in.

Books purchased in this form may be entertaining or informational but apply no game mechanics to benefit the reader. The paper is of insufficient quality for the book to be used as a spellbook.

Book, Code. This book contains a code necessary for decoding certain messages. Such books are created or purchased in pairs for use in covert affairs. A letter can be encoded using the code key in one of the pair of books and decoded elsewhere using the other. Often such books are disguised as books of another sort, their code keys hidden among otherwise-innocuous text.

Book, Lore. A book of lore contains a wealth of information upon a specific, useful subject, helpfully indexed and often illustrated as well.

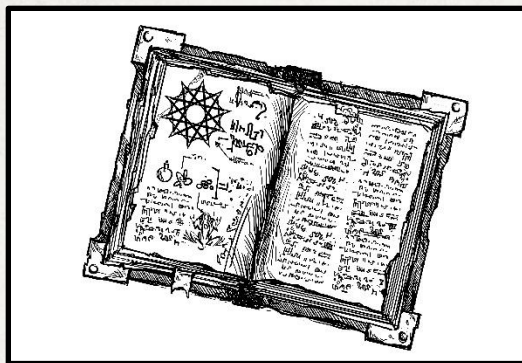
A lore book is created in one of several forms: arcana, history, nature, or religion. Alternately, a lore book may pertain to a specific craft or trade. If you spend 1 minute consulting a relevant lore book, you have advantage on any Intelligence check to recall lore of that type, made at the end of the consultation. The book does not apply its benefit if the DC for the check is higher than 15; higher DCs indicate information that is too rare or esoteric to be found in a reference book.

Caltrops (Bag of 20). These large metal jacks have sharpened points designed to harm anyone that steps on them. When scattered over the ground, they create a significant hazard.

As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Caltrops (Box of 200). This wooden box has a hatch on one end and a complex internal mechanism.

The contraption has two functions. Caltrops can be distributed from it manually; each action used to pour the sharpened jacks can cover a square area that is 5 feet on a side. The box holds enough caltrops to cover 10 such areas. Alternately, the contraption can be placed on the ground, pointed a specific direction, and deployed using a plunger. This requires a single action. Activation by the plunger flings open the spring-loaded contraption, spraying caltrops to land in a square area adjacent to the box, 15 feet on each side.



Any creature that enters an area affected by caltrops must succeed on a DC 15 Dexterity saving throw or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

Candle. A wax taper with a wick that provides a small amount of light when lit.

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

Chain (10 feet). A chain is a length of interconnected metal rings or ovals. It serves many of the same functions as a rope but is much more durable.

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

Chalk (1 Piece). Chalk is a soft, porous rock, typically sold in the form of 3-inch rods. It readily marks rough surfaces with crumbly residue, leaving distinct lines. Chalk is normally white, but it can be purchased in other forms, its porous material infused with dye to allow for writing in specific colors.

Climber's Kit. A climber's kit comes in a satchel that includes special pitons, boot tips, gloves, and a harness.

You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Clothes, Camouflage. Camouflage is the practice of manipulating the visual cues that allow the eye to perceive variations in the environment. These variations are the ones that signal the presence of something out-of-place. Discordant colors and shapes particularly draw the eye; camouflage seeks to mute these effects to maintain concealment. Camouflage clothing is designed to avoid detection, but it applies only in environments the clothing is patterned for. For example, forest-colored camouflage clothing has no benefit in snowy or desert environments.

These camouflage rules apply generally to various camouflage methods. When you would suffer disadvantage on a Dexterity (Stealth) check because

your appearance starkly contrasts your background, such as while hiding in a snowy field, the use of camouflage can negate this disadvantage. Likewise, if another creature attempts a Wisdom (Perception) check that would gain advantage for the same reason, the advantage is negated by your camouflage.

Effective camouflage operates to prevent game mechanics from penalizing someone or something for a failure to blend in. It is not intended to provide additional benefits to a hiding person for comparisons of Stealth vs. Perception, just negate penalties (and only penalties related to discordant background conditions). The exact application of this effect is left to the Dungeon Master's discretion, particularly the question of whether the camouflage sufficiently matches the environment and covers enough of the hiding character to be effective.

Clothes, Cold Weather. These clothes provide protection from harsh winter weather and cold environments. The wearer can typically operate unhindered in cold climes for longer and with less environmental detriments than someone could while wearing lighter clothing.

These clothes provide the benefits of cold weather gear, as mentioned on page 110 of the *Dungeon Master's Guide*. Other benefits of cold weather clothes are left to the Dungeon Master's discretion.

Clothes, Common. A set of common clothes includes simple garments like a tunic or shift, trousers, leggings, a cloak, a belt, simple shoes or boots, and various accessories. Common clothes have no fancy stitching or ornamentation.

Clothes, Costume. A costume is a flamboyant set of clothes, typically used in acting productions to portray certain characters. Simple costumes can be interchangeable for various roles, but some costumes are so specific to a character that they cannot be used for any other role. If the role of the costume suits, it can also serve as a disguise when



impersonating someone of a specific position like a member of the city watch.

Clothes, Disguise. This set of loose clothing is made to be worn over other clothes as a generic disguise. It usually includes clothing that conceals the wearer's features, like a low-brimmed hat or a hood. A disguise is typically reversible, with one side mimicking the clothing of a beggar and the other appearing to be the clothes of a person from a middling social class, like a modest merchant.

To help in evading pursuers, the disguise can be torn away with a single action and either stowed in a pack or abandoned somewhere out of sight.

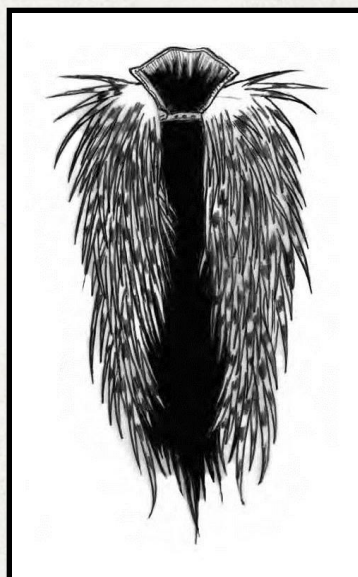
Clothes, Fine. This set of clothing is crafted with exceptional quality and is probably well-tailored. Fine clothes can be simple and elegant or flashy and ornamental. Fine clothes are the type typically worn by the wealthy class: nobles, prosperous merchants, and important clergy.

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

Clothes, Traveler's. Traveler's clothes are like common clothes but made for traveling; cloaks are warmer and hooded, boots are higher and water-resistant, and mittens or gloves are included.

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

It takes 1 minute to reduce the contained coin or coins to shavings, and one further minute to reduce them to dust or powder. The resulting particles are suitable for a variety of magical components. For example, the creation of a dose of holy water requires 25 gp worth of silver powder. With 250 silver



coins and a coin grinder, you could generate suitable components in under half an hour.

Cord, Weapon. *A weapon cord is a sturdy twine cord or leather thong tied securely to the handle of a weapon.*

The cord is looped at the other end, such that it can be secured to your wrist using an action, provided your other hand is free to secure it. Once secured, the weapon cannot be disarmed by normal means. If you drop the weapon, it hangs from your wrist and can be re-gripped on your turn, requiring no effort or action to do so. To put the weapon away, you must use a free hand to remove the loop from your wrist as an action.

Crampons. *These spiked metal frames are designed to be worn over the soles of shoes, one on each foot. They help the wearer navigate icy terrain without slipping. The toes of the crampons include longer spikes that can dig into ice walls to aid in climbing.*

Crampons give you advantage on saving throws and ability checks to prevent falling on ice. They also allow you to climb icy terrain features without applying penalties from the slipperiness of the surface; treat this Strength (Athletics) check as an attempt to climb a normal, non-icy surface.

Crowbar. *A crowbar is a short, sturdy bar with a flat wedge at each end. It is used to apply leverage when trying to pry things open.*

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

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

A diver's can is a metal tube about one foot long with an air-tight breathing nozzle and an internal plunger. The device holds enough compressed air to provide a single lungful of air. When holding your breath, at any point prior to suffocation, you can use an action to manipulate the plunger

and inhale the contained air. This allows you to begin holding your breath again for another number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds).

The diving flippers each require one action to apply to or remove from the feet. They allow you to move more quickly in water than an unaided swimmer; every 2 feet of movement in water requires only 1 extra foot of movement.

Doka. *These items come in various forms, from small tin pots (often called "hand lamps") to the traditional bamboo tube, sealed at each end.*

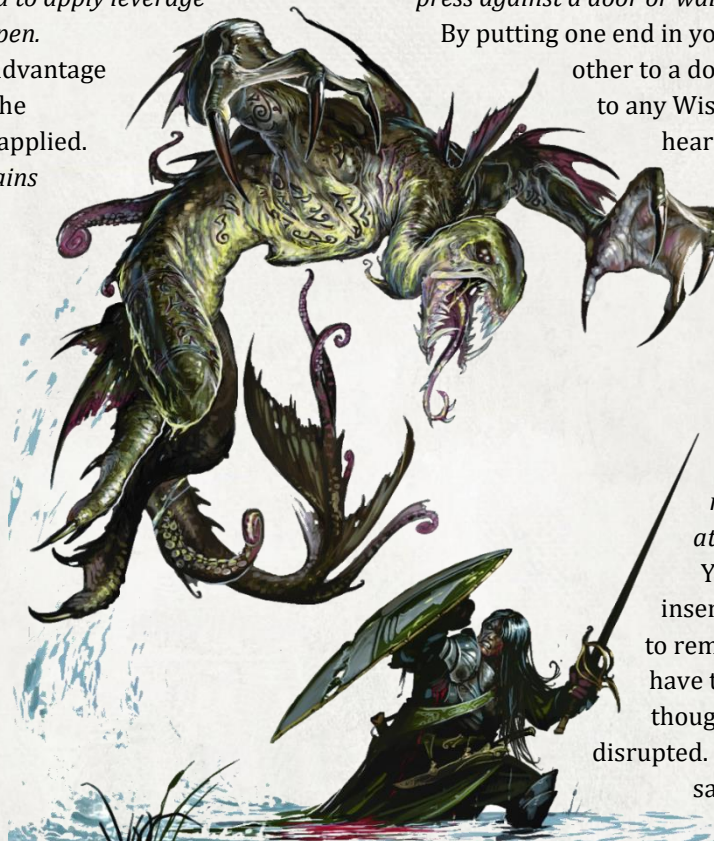
A doka holds live coals, keeping them viable for up to an hour. The device is used for lighting fuses or candles. It can also provide heat to warm the hands or body in inclement weather. During the hour that the coals remain live, you gain the benefits of wearing cold weather gear for the purpose of resisting extreme cold. (See the *Dungeon Master's Guide*.) The device is particularly used to warm the hands prior to performing manual dexterity tasks (like lock-picking) to prevent coldness from inhibiting the action.

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

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

Earplugs. *Earplugs do not completely block sound, but they can be useful when attempting to sleep in the presence of disruptive noises. They are also used to resist certain sorts of magical attacks.*

You can use an action to insert earplugs into your ears, or to remove them. While worn, you have the deafened condition, even though sounds are not perfectly disrupted. You have advantage on any saving throw to resist attacks that require you to hear



them. This includes any charm spells that require you to speak the same language as the caster.

Falling Sail. *A falling sail consists of a body harness and large backpack containing various components to slow a fall. A silk dome-shaped sail deploys from the pack, remaining*

attached to the wearer by a series of high-strength cords. The sail fills with air and creates drag, allowing the wearer to fall through the air at a safe speed.

A falling sail is activated with an action when you are falling. The rush of air through the contraption is necessary for it to deploy; you cannot activate a falling sail prior to falling from a great height. A falling sail deploys at the start of your next turn (after you have already free-fallen 500 feet). The deployed device reduces your falling speed to 100 feet per round. You suffer only 1d6 falling damage upon landing. It takes two actions to extricate yourself from the harness, cords, and canopy after landing. A falling sail may be reused after taking 1 hour to carefully repack it.

Filtered Mask. *This layered mask covers the nose and mouth, providing protection against foul air.*

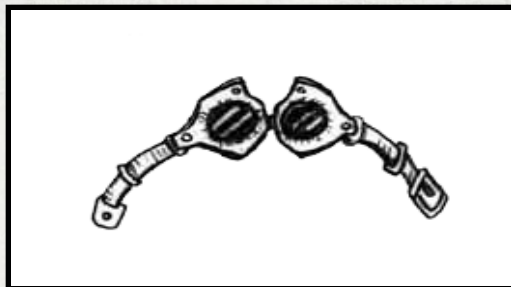
While wearing the device, you have advantage on Constitution saves to resist inhaled poisons, *dust of sneezing and choking*, and similarly harmful particles in the air.

Fire Kit. *This primitive fire-starting kit includes tinder, a wooden block, and a grinding peg. A small bow is used to rapidly turn the grinding peg against the wooden block until the friction creates enough heat to ignite the tinder placed at its base.*

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

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

Glass Breaker's Kit. *A glass breaker's kit is used to bypass glass barriers like windows. It includes tarpaper, a glass-cutting tool, and a rubber suction device*



to quietly remove an incised piece of glass.

It takes 1 minute using a glass cutter to cut and remove a circle of glass large enough to reach an arm through. It takes 6 minutes to create a hole large enough to crawl through. (The glass cutter cannot cut glass more than 1/2

inch thick.) Another tool in the kit, tarpaper, is a roll of cloth that is sticky on one side and used to get through glass quickly and safely. It is a less subtle tool than the glass cutter. It takes one minute to apply tarpaper to an area up to the size of a Large window. Thereafter, if the glass is shattered, the shards cling to the tarpaper keeping them from flying about and being a danger to nearby persons.

Goggles. *Goggles come in multiple types, and for various purposes. They are typically employed for blocking wind from entering the wearer's eyes. Goggles can also be made to negate the glare of sunlight, either using lenses of smoked glass or vertical slits that cover the eyes and block out excess light.*

Goggles remove disadvantage to Wisdom (Perception) checks related to sight if it was imposed by blowing winds or by bright light. This also helps characters with the Sunlight Sensitivity racial trait, negating the disadvantage as it applies to Wisdom (Perception) checks, but not the penalty to attack rolls.

Grappling Hook. *This device has four opposite, hooked prongs at the end of a short metal rod. At the other end of the rod is a loop large enough to tie a rope to. A grappling hook, when properly thrown, carries a rope to the top of a wall or other obstacle. It clings fast to the edge of the impediment, allowing a climber to navigate the obstacle.*

Securing a grappling hook requires an action and a Dexterity (Athletics) check against a DC of 5, + 2 for every 10 feet of distance the hook is thrown. (This is a non-standard pairing of an ability and a skill.) The maximum height the hook can be thrown is 20 feet, + 2 feet per point of your Strength score. (If using a lighter rope, like silk, the maximum height is 30



feet, plus 3 additional feet per point of Strength.) Failing the check by 5 or more means the hook fails to catch and falls back immediately. Failure by 4 or more means that the hook holds initially but comes loose after 1d4 rounds of supporting weight. The DM should roll your Dexterity (Athletics) check in secret so you do not know if the hook is secure or not; a wise climber, one who has enough time for caution, will test the rope for a bit to make sure the hook is secure.

A caught grappling hook can be dislodged from below by flicking the rope. Each attempt requires an action and the same check that would be needed to catch the hook at that height. Success indicates that the grappling hook dislodges and falls.

Grooming Kit. *This small tin contains combs in various sizes, grooming wax, soaps, and various other tools for maintaining personal cleanliness and grooming.*

Hacksaw. *This small saw is designed to cut through metal, particularly metal bars.*

This saw ignores the hardness of most objects it saws through. The saw progresses at a rate of 1 hp per round of sawing.

Hammer. *This mallet has a broad head, more suitable for utility than war.*

Hammer, Muffled. *The head of this hammer is covered by layers of hardened leather or rubberized cloth.*

The sound produced by using this tool carries only half the distance as a normal hammer.

Hammer, Sledge. *This heavy hammer is used for demolition rather than construction, particularly for breaking down walls, doors, and other building materials softer than stone. A sledge can also break apart rocks.*

Harness. *A series of straps that surround the wearer with various rings and loops suitable for attaching tools and rope. A creature of Medium or Small size can be suspended securely by a harness and hauled up a cliff by compatriots or lowered into a well.*

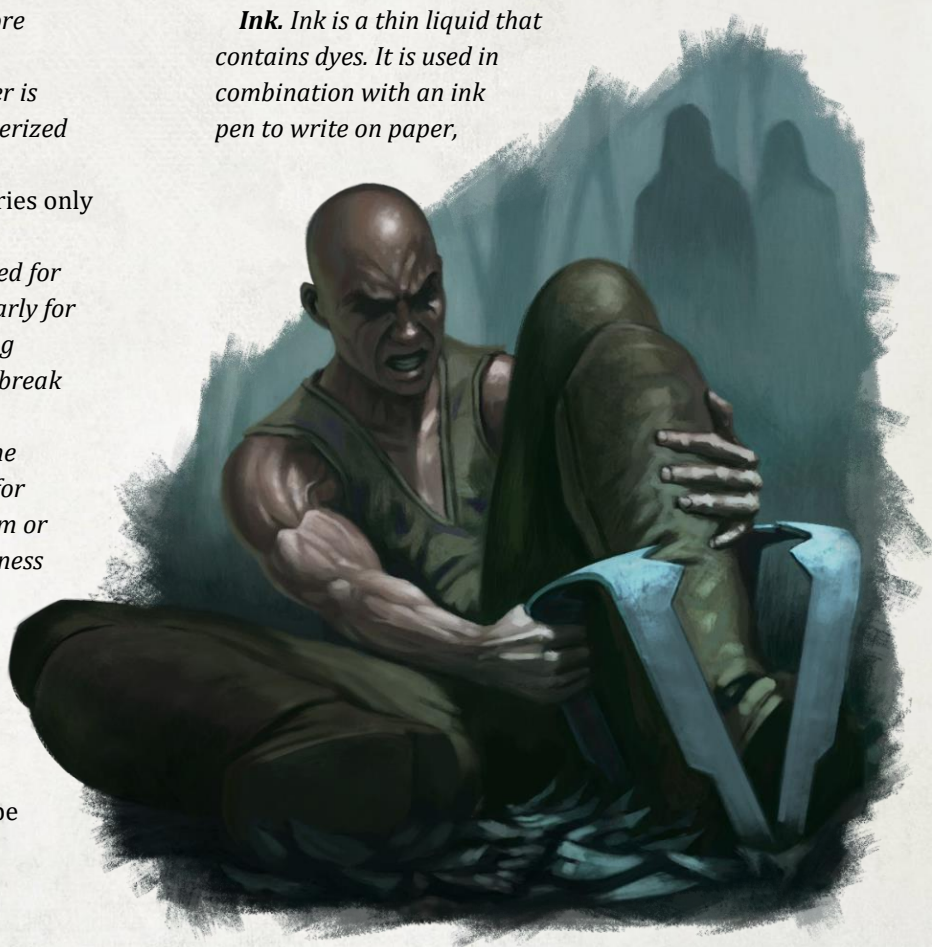
With a bit of adjustment, a harness could instead be attached securely around an inanimate object of about the size of a Small or Medium creature. A harness of this type is included in a climber's kit, but it can be purchased separately.

Hourglass. *An hourglass consists of a wooden frame around two vertically aligned glass bulbs containing sand. The bulbs are connected by a glass tube that restricts the flow of sand such that it takes one hour for it to pass entirely from one bulb to the other. Marks along the bulb measure the height of the sand at various points, delineating when 1 minute, 10 minutes, and 30 minutes have passed since the glass was turned.*

Hunting Trap. *When you set it, this trap forms a saw-toothed steel maw that snaps shut when a creature steps on a pressure plate in the center.*

Setting a trap requires an action. The trap can be affixed by its heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature with hands or similar appendages can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Ink. *Ink is a thin liquid that contains dyes. It is used in combination with an ink pen to write on paper,*



parchment, or similar materials. Ink is available in a variety of colors, but dark gray or light black is the most common.

Ink, Invisible. This ink is visible only for a minute or so when applied. Thereafter, it becomes invisible, leaving no visual or tactile trace of itself. The ink can later be revealed by a method that varies depending on its type. This might be the application of heat, as in holding the paper near a candle, or the application of a chemical wash.

Ink Pen. An ink pen is a stylus with a sharp tip. It is used to create fine lines and writing with ink of any sort.

Lamp. A lamp is a container that holds oil with a small, exposed wick that is lit like a candle. The simplest versions appear no more complex than a clay bowl with a wick clamped to the lip. More complex lamps have multiple chambers to channel air, to fuel the wick, and to discharge smoke and heat.

A lamp casts bright light in a 15-foot radius and dim light for an additional 15 feet. Once lit, it burns for 12 hours on a flask (1 pint) of oil. A strong wind (at least 10 mph) will extinguish the flame.

Lantern, Bullseye. This lantern takes the form of a lamp, but with a protective enclosure and glass panels that protect the flame and magnify the light emitted. A set of internal mirrors focuses the light in one direction.

A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lantern, Candle. This small lantern holds a candle within an enclosure of glass panels that protect the flame and magnify the light. A set of internal mirrors focuses the light in one direction.

A candle lantern casts bright light in a 10-foot cone and dim light for an additional 10 feet. A candle placed within the mirrored holder, while lit, burns for 1 hour.

Lantern, Hooded. A lantern takes the form of a lamp, but with a glass enclosure to protect the flame. This lantern has a shuttering system that covers the glass panels to temporarily block the light.

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

action, you can raise or lower the hood. Lowered, the lantern gives only dim light in a 5-foot radius.

Lantern, Lighting Rig. A lighting rig is a very large lantern, too heavy to carry affectively in one hand for any length of time. These devices are often hung from wagons, ships, and lamp poles in villages. This version has three collapsible legs that, when expanded, stabilize the lighting rig and hold it several feet off the ground.

It takes an action to set up the tripod legs or to break them down. A lighting rig casts bright light in a 60-foot radius and dim light for an additional 60 feet. A lighting rig can hold up to 4 pints of oil at a time. Once lit, it burns for 2 hours per pint of oil.

Lodestone. This oblong magnetite is a naturally magnetized stone, typically tied to a string. When hung suspended in the air, the lodestone turns to align with the planet's magnetic poles.

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

Lock. This device comes in padlock form or is built into a door, case, or similar closure.

A key is provided with the lock. Without the key, a creature can pick this lock with a successful DC 15 Dexterity check using thieves' tools.

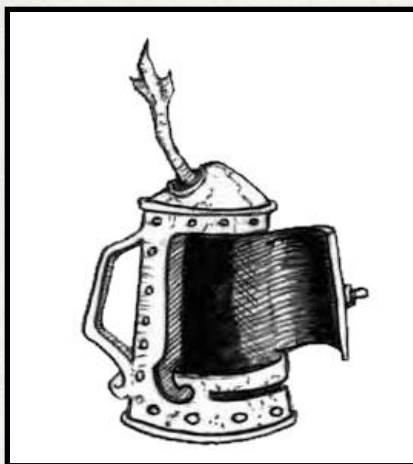
Lock, Fine. This device comes in padlock form or is built into a door, case, or similar closure. It is a higher-quality version of a normal lock.

Two keys are provided with the lock. Without the key, a creature can pick this lock with a successful DC 20 Dexterity check using thieves' tools. A fine lock has twice the hit points of a normal lock.

Magnifying Glass. This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires.

Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, some tinder to burn, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect a small or highly detailed item.

Manacles. Two metal shackles that hold the wrists together, typically behind the back, to prevent the free use of the bound subject's hands.



These restraints can bind the hands of a Small or Medium humanoid. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without a key, a creature can pick the manacles' lock with a successful DC 15 Dexterity check using thieves' tools. Manacles have 15 hit points. A double set of manacles includes shackles for the ankles, reducing the wearer's movement speed to 5. The wrist shackles and ankle shackles are typically connected by a common chain. Double sets double the listed cost and weight.

Manacles, Fine. *These shackles are a sturdier, better-crafted version of normal manacles.*

These restraints can bind a Small or Medium humanoid. Escaping fine manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 25 Strength check. Each set of fine manacles comes with two keys. Without a key, a creature can pick the manacles' lock with a successful DC 20 Dexterity check using thieves' tools. Fine manacles have 30 hit points. A double set of fine manacles includes shackles for the ankles, reducing the wearer's movement speed to 5. The wrist shackles and ankle shackles are typically connected by a common chain. Double sets double the listed cost and weight.

Mantlet. *A mantlet is a rolling piece of cover about the height of a Medium sized humanoid. It is designed to protect approaching troops from the missile fire of entrenched enemies. This "adventurer's version" consists of two vertical shield planes attached with tied joints or hinges. The mantlet has small wheels at the bottom to help move it forward in its deployed form or pull it behind you in its folded form. When deployed, the two planes of the mantlet stand perpendicular to one another, forming an "L" shape.*

Deploying a folded mantlet (or folding a deployed mantlet) requires two actions. Shifting a deployed mantlet costs 1 extra foot of movement per foot moved and counts as an interaction with the environment. While behind a mantlet, you can claim three-quarters cover. The cover only applies to attacks coming from the other side of the device.

When using a battle mat, mark two contiguous sides of the square you are in, forming a right angle. When attacked, choose any corner of your square except the corner where the two planes meet, or a corner that is

shared with your attacker's square. Draw a straight line from that corner to any corner of the attacker's square, except a corner that is shared with your square. If that line passes through either of the marked mantlet lines, or it touches a corner of one (not counting the corner from which this line originates), the mantlet provides you with cover.

Map, Area. *An area map usually applies to a region, like a small kingdom or a large barony. It might also apply to a similarly sized geographical area, like an island or a forest.*

In addition to naming various points of interest, an area map gives you advantage on any Wisdom (Survival) checks to accurately navigate the area and avoid getting lost within it.

Mess Kit. *A collection of cookware and eating utensils suitable for camping or eating with on the trail. These are usually packaged within a portable, lightweight container.*

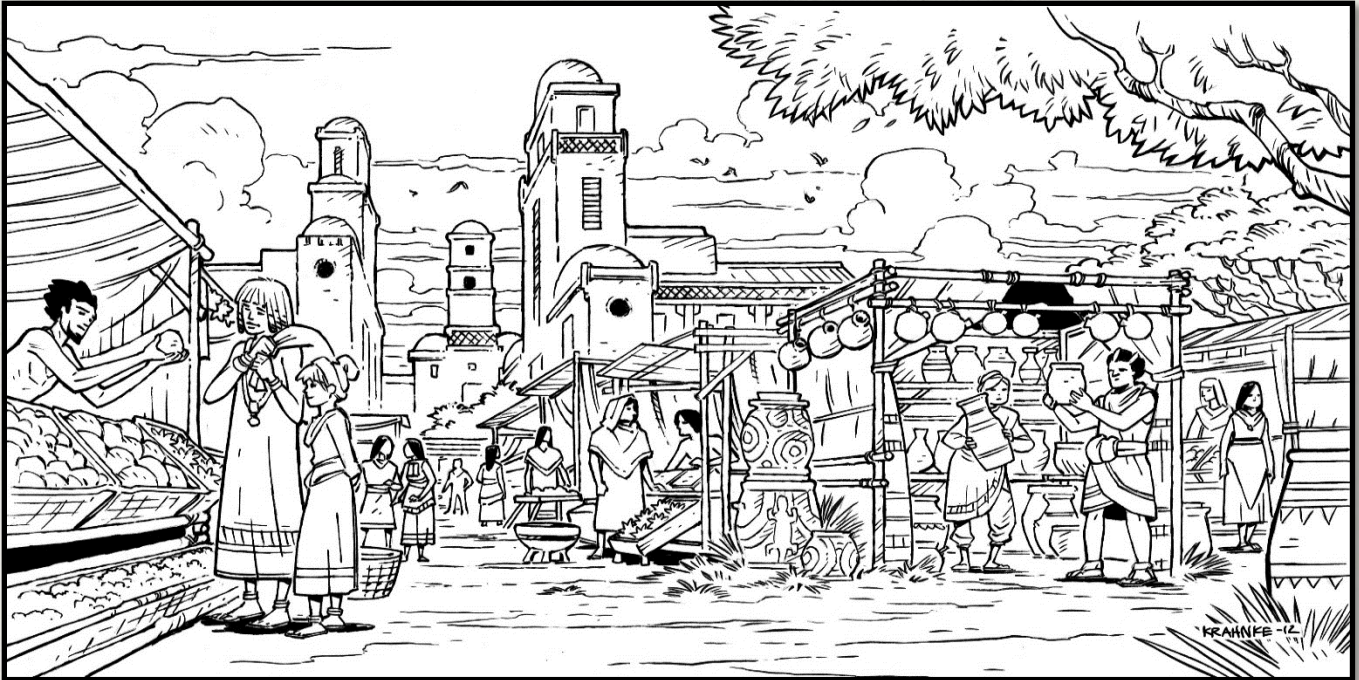
Mirror, Steel. *This small, glass plate is backed with polished steel. Its surface is highly reflective, with little distortion.*

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

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

Oil (Flask or Cask). *Oil is a viscous, flammable liquid used to fuel lamps. It typically comes in a clay flask that holds 1 pint or a cask that holds 80 pints.*

As an action, you can splash oil from a flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (1 minute after application), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. Alternately, you can unstop a cask of oil, causing oil to flow out onto the ground and, within two rounds, cover an area with a 20-foot radius around the cask. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.



Oil Can (Pump). This metal contraption includes a squeezable handle or plunger, a pumping tank, and a long, thin applicator. Pumping the device forces a measure of oil out of the applicator, typically to oil axles or similar devices. The primary use by adventurers is to silence the hinges of noisy doors.

An oil can will hold up to 1 pint of oil.

Paper. Paper is a very thin, flat sheet or roll of processed wood pulp, often dyed white, used for writing on. Paper is thinner than parchment.

Parchment. Parchment is a thin, flat sheet or roll of animal skin, scraped and dried under tension, suitable for writing on.

Perfume. This combination of oils is formulated for its fragrant properties.

Applying one-twentieth of the vial to a creature or object causes a pleasant scent to emanate from the affected area for 3 hours. Applying double that quantity makes the scent last for 4 hours, but the strength of the scent can become overpowering for some. Perfumes can be purchased in a variety of different scents.

Periscope. This tube is bent at right angles at each end, the ends pointing in opposite directions. A set of mirrors inside the bends allow the user to look in one end and see out the other.

A periscope allows you to see around corners or obstacles without exposing yourself to danger

(maintaining total cover). The internal mirrors might also protect you from monsters' gaze attacks.

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

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

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

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

As an action, the pole can be broken down into a more portable form, about 2 feet long. Another action is required to extend the pole to its original length and lock its segments into place.

Raiment Repair Kit. This pouch contains sewing needles, patches, scissors, and a variety of different threads. It is used to repair rips in cloth or leather clothes, or other items made of such materials, such as backpacks or boots.

Rain Catcher. A leather tarp that forms a basin when stretched over its collapsible wooden frame. This simple device is designed to catch and hold rainwater. It has a plugged funnel at the bottom for filling waterskins and other containers.

The device can catch 2 gallons of drinking water per inch of rainfall. The basin holds up to 8 gallons.

Ram, Portable. *A portable ram is a weighty wooden log with a metal prow and with handles on both sides.*

You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Rations. *Sometimes called “iron rations,” these consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, nuts, or other items, depending on what is available or common where these meals are prepared and packaged.*

System Change: The weight of a day’s rations is changed to just 1 lb. The weight entry of “2” in the *Player’s Handbook’s* Adventuring Gear table seems to be a type; that higher weight is contrary to the rules in other parts of the *Player’s Handbook* and in the *Dungeon Master’s Guide*. Additionally, it deviates from the otherwise-identical weight and cost that rations had in all prior editions of DUNGEONS & DRAGONS.

Rations, Compact. *These expensive rations are much like normal iron rations except that they are made with the lightest, most compact foodstuffs to reduce encumbrance.*

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

Robes. *A loose-fitting sleeved garment that can be worn over other clothes or worn by itself. Robes can be decorative, religious (as vestments), or protective (as a smock). Artists sometimes wear robes to protect their clothing from materials like paint.*

A robe can be worn over any other set of clothes, except for cold weather clothes or a disguise, both of which are too bulky.

Robes, Fine or Silk. *This robe is made of expensive material. It is typically worn for ceremonial purposes or as a sign of power or affluence.*

Rope (any). *A rope is a twisted braid of strands. These are typically from a fibrous plant like hemp, or some non-plant alternative source, like silk.*

PROBLEMS WITH STANDARD STARVATION RULES

Although the *Player’s Handbook* and *Dungeon Master’s Guide* insist that a whole pound of food is necessary each day, the applied mechanics in the standard rules belie this notion. No starvation penalties apply until several days pass without food. The exact number of days is 3 + the character’s Constitution modifier, to a minimum of 1. At the end of the day *following* that period, one level of exhaustion is applied, the first penalty for going without food.

Because a level of exhaustion is removed during a long rest, if “some food” is consumed, an adventurer only needs to eat when this threshold is reached. The average human (Constitution 10) can therefore operate at peak efficiency by consuming a small amount of food (less than the one pound “suggestion”) every 4 days.

If starvation is a serious, important part of your game, consider the following variant rule. If starvation is not a real danger you employ for serious, dramatic purposes, skip this rule (and maybe don’t track rations at all).

VARIANT: STRICTER STARVATION

This optional rule only matters if starvation is a serious obstacle in your campaign or if a segment of the adventure requires the characters to suddenly start tracking their consumption. For example, the campaign takes place on a barren world where hunting for food is impossible, or a part of an adventure has the characters drifting off course in a storm then going for weeks with no land in sight.

Under this system, two changes are implemented.

- ❖ First, a normal day of eating does not reset a starving character’s count of “days without food” to 0. Instead, a starving character reduces the count by 2 days for each day of eating normally (consuming 1 pound of food). Additional food in a day is hard to process and does not reduce the count any faster.
 - ❖ Second, at any time the character’s count of full days without food is above 0, a level of exhaustion applies that is *additional* to any other exhaustion derived from starvation. This “hungry” exhaustion level is automatically removed if the character’s count of days without food is reduced to 0. It cannot otherwise be removed.
-

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

The effectiveness of placing a knot in a rope is determined with a Dexterity check, the result of which becomes the DC to untie the knot using another Dexterity check. (Alternately, a knot can be tied simply, requiring no check to untie it.) Tying or untying each knot requires an action.

System Change: A rope can be knotted at one-foot intervals for easier climbing. This reduces the rope's length by one-fifth and affords climbers advantage on Strength (Athletics) checks to climb it. Knotting or unknotting a 50-foot length of rope requires 1 minute.

This function first appeared in a previous edition of the game. It returned to the fifth edition in the text of the magical *rope of climbing* but was left out of the normal rope rules in the *Player's Handbook*!

Rope Ladder (any). *A rope ladder consists of two parallel ropes connected by a series of short rungs, giving it the overall appearance and functionality of a ladder. At least half of the rungs are rigid wood or metal, holding the two ropes apart at a set distance.*

A rope ladder can be ascended or descended at the same speed as someone climbing a rope, except that no Strength (Athletics) checks are required. A rope ladder has 4 hit points and can be burst with a DC 19 Strength check.

Saw. *A hard-toothed blade with a handle designed for cutting wood using a repetitive "sawing" motion.*

A saw ignores the hardness of wood, cutting through it at a rate of 3 hit points for each action that you take to apply the saw. It has no effect on harder materials like metal.

Scale, Merchant's. *This small device uses balancing lead weights and the mechanical advantage of its lever arm to precisely measure the weight of objects or quantities of objects, up to 30 pounds.*

Sealing Wax. *This soft stick of wax melts at a low temperature. Scribes use it for sealing scrolls and other messages. Apothecaries use it to seal stoppers in flask and vials. The applications are many and varied.*

Sheath (any). *A sheath is a leather, wood, or metal covering for the blade of a weapon. It is designed to allow the weapon to be stored and carried with ease and safety.*

All weapons suitable for sheathes come with normal versions, included in their costs. Special sheaths normally add nothing to the combined weight of the

weapon; they simply cost more based on their additional functionality. Not all weapons are suitable for sheathes; the Dungeon Master will determine which weapons are appropriate to have them.

Sheath, Concealed. *In a boot, up a sleeve, or within a tunic, this sheath serves to conceal a small blade like a dagger.*

A weapon hidden in a concealed sheath will not be automatically noticed. Someone examining you must succeed at a DC 20 Wisdom (Perception) check to spot the weapon. A person physically touching (searching) the sheath's wearer may substitute an Intelligence (Investigation) check. Physically searching applies advantage to the check. A concealed sheath holds a bladed weapon no more than 1 pound in weight, like a dagger, kukri, poison dagger, punch dagger, or stiletto.

Sheath, False Bottom. *The bottom of this rigid, extra-long sheath unscrews or otherwise comes apart to reveal a segment of the sheath that is not taken up by the contained blade.*

This unused segment holds small objects or materials up to 1/2 pound in weight. Alternately, a false bottom can be crafted to contain a dagger, the blade drawn out of the bottom of the sheath and the removed portion of the sheath acting as the handle. The alternate "dagger" version adds 1 pound to the combined weight of the weapon and sheath.

Sheath, Poison. *This sheath is carefully designed to close over the shape of the contained weapon's hilt, forming a tight seal as the weapon is inserted.*

If a dose of poison is applied to the weapon, and the weapon returned to the poison sheath, the seal prevents the poison from further drying out. Normal poisons dry out after one minute (10 rounds) of exposure to air. When tracking this time, only count rounds that the weapon has not been in the poison sheath for the whole round. (See the rules for injury poisons, given later in this chapter.)

Each poison sheath is designed for use with a specific weapon and crafted to match the unique contours of the blade and hilt. Another weapon, even of the exact same type, will not fit and seal perfectly and so will not benefit from the poison sheath's effects.

Shikaro. *A hand-cranked drill with a triangular head used to drill spy holes. The shape of the drill head means that holes drilled are larger on the driller's side but leave only a tiny pinhole on the far side of the barrier.*

This tool ignores the hardness of wood or material of similar toughness. The shikaro requires 1 round of drilling per hit point of the barrier drilled through, though it does not actually remove hit points from the object. When trying to make a spyhole subtly, you make a Dexterity (Deception) check. (This is a non-standard pairing of an ability and a skill.) The check result sets the DC for an Intelligence (Investigation) check by anyone trying to find the spyhole. A person on the pinhole side who looks for it makes this check with disadvantage.

Shovel. *A shovel is a medium-hafted tool with a spade-shaped blade designed to dig in earth or other soft material.*

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

Signet Ring. *A ring with a unique design used to imprint sealing wax. A signet ring is a very personal device. It is often used as a mark of authority, particularly when given to others to hold on behalf of the owner.*

Snorkel. *The user's end of this curved breathing tube has a comfortable mouthpiece that can be gripped in the teeth.*

This item allows you to breathe while submerged, so long as the other end of the tube protrudes out of the water. A rubberized cloth strap holds the snorkel tube in place against your temple, pointing upward.

Snow Shoes or Skis. *Snow shoes are pairs of circular or oval frames containing sturdy netting. These attach to the user's boots, greatly enlarging the surface area of the soles, allowing the user to walk unhindered on snow. Skis are long thin planks, usually treated with wax or metal skids, that allow the wearer to slide easily over snow.*

Wearing either of these devices allows you to ignore the effect of difficult terrain that would be applied because of deep snow. Wearing them in other terrain types imposes difficult terrain rules.

Soap. *Soap is a small brick of oily solid cleanser used to remove dirt and grime. It can be used for other purposes such as oiling hinges or greasing a slope.*

Spikes, Iron. *These metal spikes have a variety of purposes, from doubling as extra tent stakes to nailing parchment to a door. Iron spikes are most commonly used to spike doors; when hammered into the gap*

beneath a door, the resulting pressure and friction prevent the door from opening except under great pressure.

A spiked door can be forced open with a Strength (Athletics) check against a DC of 15.

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

You can attack a target within 15 feet by spraying it with the sprayer, which counts as an improvised weapon. Because of the wide, predictable dispersion of liquid, this attack roll has advantage. If it hits, the target is affected by the liquid contained within as though it had been splashed by a flask of the substance.

Sprayers can project oil, holy water, unholy water, defoliant, and many other liquids. They cannot use corrosive or caustic substances like acid or alchemical fire, as these will destroy the delicate internal components. (Doses of contact poison are too small to be used effectively on this scale.) A sprayer's drum can hold up to 4 pints (flasks) worth of liquid. Each attack uses a single pint.

Spyglass. *A cylindrical tube containing ground glass lenses designed to allow the user to see objects at a distance.*

Objects viewed through a spyglass are magnified to 2 times their size.

Spyglass, Compact. *This device is half the size and length of a normal spyglass.*

Objects viewed through a compact spyglass are magnified to 1.5 times their size.

Stretcher, Folding. *This stretcher breaks down into a bundle about 2 feet long.*

It takes 4 actions to assemble or break down the folding stretcher. When carried between two people, an assembled folding stretcher can support a weight of up to 350 pounds, distributing the load evenly between the two carriers.

String or Twine. *String and twine are very thin versions of rope.*

String or twine has 1 hit point and can be burst with a DC 8 Strength check.

Swim Bladders. *This simple vest has four air-tight bladders attached to it, two in front of the shoulders and two behind.*

While wearing swim bladders, you have advantage on any swimming ability checks related to staying at the surface of the water. Conversely, you have

disadvantage to such checks if purposefully trying to dive or operate below the surface. If unconscious and wearing swim bladders, you will float at the surface of calm waters rather than sinking. These effects apply only if you are Small or Medium sized.

Tate. *A tate is a heavy, free-standing bulwark. It consists of a flat wooden plane with a jointed leg allowing it to be set in a fixed position with the protective plane nearly vertical. A strap attached to the tate allows it to be slung over the back for carrying when it is not deployed.*

Placing a tate (or picking it up from a placed position) requires an action. Once placed, you can claim half cover while behind it, or three-quarters cover while prone behind it.

The cover from a tate only applies to attacks coming from a cone-shaped region expanding in the direction the device is placed to face.

When using a battle mat, mark one entire side of the square you are in (corner to corner) when you place the tate. If a straight line from *either* unmarked corner of your square to *any* corner of the attacker's square touches a corner of the marked side or passes through it, the tate provides you with cover. Alternately, you can place the tate at an angle. Draw a diagonal line through the square you are in (connecting opposite corners), with a little arrow indicating which direction the tate is facing (the side you are not on). If a straight line from the unmarked corner of your square *that is behind the device* to any corner of the attacker's square touches a corner of, or passes through, the marked line, the tate provides you with cover.

Tent, Pavilion. *A pavilion is a large, often circular shelter with room enough to stand in. Hanging curtains separate the interior into separate chambers, each large enough for a bed or a table. A pavilion can sleep up to 30 people in cramped quarters but is typically used to house a small group of important people.*

This tent can be erected in 24 minutes by one person, in 12 minutes by two people, or in 6 minutes by three or more people.

Tent, Six-Person. *A shelter like the two-person tent, but this version sleeps six.*

This tent can be erected in 8 minutes by one person, in 4 minutes by two people, or in 2 minutes by three or more people.

Tent, Two-Person. *This canvas shelter is carried in a compact form. It consists of a lightweight frame of metal rods, several tent stakes, cords, and the tent itself.*

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

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

It takes 1 action to light something with a tinderbox.

Torch. *A torch is a wooden rod with a mass of rags, treated with tow or bitumen, wrapped around one end.*

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Torch, Signal. *Like a torch but crafted to burn with distinctly colored light.*

A signal torch burns for 1 hour, providing bright light in a 15-foot radius and dim light for an additional 15 feet. The light burns as a specific color; this is useful for signaling great distances, but the colored light is not good for illumination. If you make a melee attack with a burning signal torch and hit, it deals 1 fire damage.

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

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

Using a pole for stability and propulsion, you can "walk" across very calm water at a very slow speed. Each foot of movement applied with water shoes costs 3 extra feet. If you fall prone or purposefully dive into the water, you cannot regain your "standing" pose unless next to shore, a boat, or some other fixture to grab hold of. You have disadvantage on any Strength checks to swim while the shoes are attached. It takes one action to attach or remove each shoe.

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

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

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

Whistle, Animal. This whistle produces a sound of such a high pitch that only certain creatures can hear it.

Only creatures with the *Keen Hearing and Smell* or *Keen Hearing* trait (or the *Keen Senses* trait as it relates to hearing) can hear the whistle. Those who can hear the whistle can hear it from up to 600 feet away.

Whistle, Signal. A signal whistle is an instrument that produces a shrill sound from the user's breath.

The sound can easily be heard up to 300 feet away.

Winch. This device consists of a rotating drum around which a rope or chain can be wrapped. Turning a crank pulls the rope or chain allowing the user to more easily lift or haul anything attached.

A winch is attached to one end of a rope or chain and is turned to incrementally shorten the effective length of the rope. A single action used to turn the winch draws in 10 feet of rope or chain. A winch allows you to drag up to double the weight you normally can, so long as the winch is attached to a heavier object than its burden or is set into stone with four pitons. When used in combination with a block and tackle, you can hoist up to eight times the weight you can normally lift. A winch can draw in a maximum of 200 feet of rope or 100 feet of chain. A large winch (double the cost and weight) can draw in twice those lengths.

EQUIPMENT PACKS

Equipment packs provide a solid range of starting gear for characters of various types. Each one generally includes a carrying container, a light source, rations, and a handful of other practical and themed contents.

Equipment packs tend to be priced slightly below the sum of the costs of their individual contents. The weight for the individual contents of each pack is broken down in the descriptions below.



SWAPPING EQUIPMENT PACKS

If you use the class-and-background method to generate starting gear, you can exchange the pack you start with for another pack of equal or lower value.

The table here shows the maximum value of equipment pack that each class can swap to if using the class-and-background method for starting gear. (These numbers represent the costliest pack each class has access to in the *Player's Handbook*.)

MAXIMUM PACK COST BY CLASS

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

DESCRIPTIONS

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

Arcanist's Pack. Includes a backpack (5), 5 candles (0), a tinderbox (1), a scroll case containing arcane diagrams (1), and a wand (1). Also includes one of the following: an arcana lore book (5) or a traveling spell book (5).

Artisan's Pack. Includes a chest (25), a protective smock (robe) (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: glassblower's tools (5), jeweler's tools (2), or smith's tools (8).

Builder's Pack. Includes a chest (25), a protective smock (robe) (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: carpenter's tools (6) or mason's tools (8).

Burglar's Pack. Includes a backpack (5), bag of 1,000

ball bearings (2), 10 feet of string (0), a bell (0), 5 candles (0), a crowbar (5), a hammer (3), 10 pitons (2½), a hooded lantern (2), 2 flasks of oil (2), a tinderbox (1), 5 days of rations (5), and a waterskin (5). The pack also has 50' of hempen rope (10) strapped to the side.

Chef's Pack. Includes a backpack (5), a basket (2), fishing tackle (4), a mess kit (1), a small box of spices (0), brewer's supplies (9), cook's utensils (8), a brick of soap (0), a tinderbox (1), a hooded lantern (2), 2 flasks of oil (2), 10 days of rations (10), and a waterskin (5).

Courtier's Pack. Includes a chest (25), a signet ring (0), sealing wax (0), 5 sheets of parchment (0), a bottle of ink (0), an ink pen (0), a set of fine clothes (6), a grooming kit (1), a steel mirror (1/2), a vial of perfume (0), and a bar of soap (0).

Crafter's Pack. Includes a chest (25), a protective smock (robe) (4), a tinderbox (1), a hooded lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: cobbler's tools (5), leatherworker's tools (5), potter's tools (3), weaver's tools (5), or woodcarver's tools (5)

Diplomat's Pack. Includes a chest (25), 2 cases for maps and scrolls (2), a set of fine clothes (6), a bottle of ink (0), an ink pen (0), a lamp (1), 2 flasks of oil (2),

5 sheets of paper (0), a vial of perfume (0), sealing wax (0), and a bar of soap (0).

Dungeoneer's Pack. Includes a backpack (5), a crowbar (5), a hammer (3), 10 pitons (2½), 10 torches (10), a tinderbox (1), 10 days of rations (10), and a waterskin (5). The pack also has 50' of hempen rope (10) strapped to the side.

Entertainer's Pack. Includes a backpack (5), a bedroll (7), 2 costumes (8), 5 candles (0), 5 days of rations (5), a waterskin (5), and a disguise kit (3).

Explorer's Pack. Includes a backpack (5), a bedroll (7), a mess kit (1), a tinderbox (1), 10 torches (10), 10 days of rations (10), and a waterskin (5). The pack also has 50' of hempen rope (10) strapped to the side.

Fabricator's Pack. Includes a chest (25), a protective smock (robe) (4), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: alchemist's supplies (6) or tinker's tools (10).

Healer's Pack. Includes a backpack (5), a bedroll (7), a plague mask (1), a healer's kit (3), 2 herbal poultices (1), a jar of leeches (0), a candle lantern (1), 5 candles (0), a tinderbox (1), 5 days of rations (5), and a waterskin (5).

Illustrator's Pack. Includes a basket (4), a protective smock (robe) (4), an ink pen (0), 4 bottles

EQUIPMENT PACKS

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

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

of ink in various colors (0), a scroll case (1), 5 sheets of paper (0), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5). Also includes one of the following: calligrapher's supplies (6), cartographer's tools (6), painter's supplies (5), or a forgery kit (5).

Infiltrator's Pack. Includes a backpack (5), a climber's kit (12), an ascender (0), a candle lantern (1), 5 candles (0), a tinderbox (1), a grappling hook (4), 10 pitons (2½), an animal whistle (0), 5 days of rations (5), and a waterskin (5). The pack also has 50 feet of silk rope (5) strapped to the side.

Knight's Pack. Includes saddlebags (8), a military saddle (30), a bit and bridle (1), a bedroll (7), a banner (3), a signet ring (0), a mess kit (1), a tinderbox (10), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Laborer's Pack. Includes a backpack (5), block and tackle (5), a crowbar (5), a lamp (1), two flasks of oil (2), 5 days of rations (5), and a waterskin (5). The pack has 50 feet of hempen rope (10) strapped to the back of it. It also includes a miner's pick (10) and a shovel (5) strapped to the sides.

Lockbreaker's Pack. Includes a chest (25), a set of thieves' tools (1), a glass breaker's kit (2), a tinderbox (1), a bulls-eye lantern (2), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Merchant's Pack. Includes a chest (25), a lock (1), an abacus (2), a merchant's scale (3), 5 pieces of chalk (0), a slate board (0), a lamp (1), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Messenger's Pack. Includes a backpack (5), a bedroll (7), a satchel (3), a protective case for letters (1), 3 bags of caltrops (6), a tinderbox (10), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Minstrel's Pack. Includes backpack (5), a bedroll (7), a lamp (1), 3 flasks of oil (3), 5 days of rations (5), a waterskin (5), and a flask of common spirits (1). Also includes one of the following: a set of birdpipes (2), a lyre (2), a lute (2), a pan flute (2), a thelarr (2), or a viol (2).

Monster Hunter's Pack. Includes a chest (25), a crowbar (5), a hammer (3), three wooden stakes (3), an amulet holy symbol (1), a flask of holy water (1) or unholy water (1), a set of manacles (6), a steel mirror (½), a flask of oil (1), a tinderbox (1), and 3 torches (3).

Naturalist's Pack. Includes a backpack (5), a bedroll (7), a bell kit (3), a map case (1), an area map (0), a

mess kit (1), a nature lore book (5), an animal whistle (0), a tinderbox (1), 10 torches (10), 10 days of rations (10), and a waterskin (5).

Noble's Pack. Includes a chest (25), a signet ring (0), sealing wax (0), a set of fine clothes (6), a grooming kit (1), a bottle of ink (0), an ink pen (0), 10 sheets of parchment (0), a lamp (2), 2 flasks of oil (2), a mess kit (1), 10 days of rations (10), and a waterskin (5).

Priest's Pack. Includes a backpack (5), a blanket (3), 10 candles (0), a tinderbox (0), an alms box (2), 2 blocks of incense (0), a censer (1), vestments (3), 2 days of rations (2), and a waterskin (5).

Rider's Pack. Includes saddlebags (8), a worn-out riding saddle (25), a bit and bridle (1), a bedroll (7), a mess kit (1), a tinderbox (10), 5 torches (5), 10 days of rations (10), and a waterskin (5).

Sailor's Pack. Includes a chest (25), a blanket (3), a belaying pin (club) (2), fishing tackle (4), navigator's tools (2), a grappling hook (4), and 50' of hempen rope (10).

Savage's Pack. Includes a satchel (3), a blanket (3), a fire kit (1), 5 torches (5), 5 days of rations (5) and a waterskin (5).

Scholar's Pack. Includes a backpack (5), a book of lore (any) (5), a bottle of ink (0), an ink pen (0), 10 sheets of parchment (0), a little bag of sand (0), and a small knife (1).

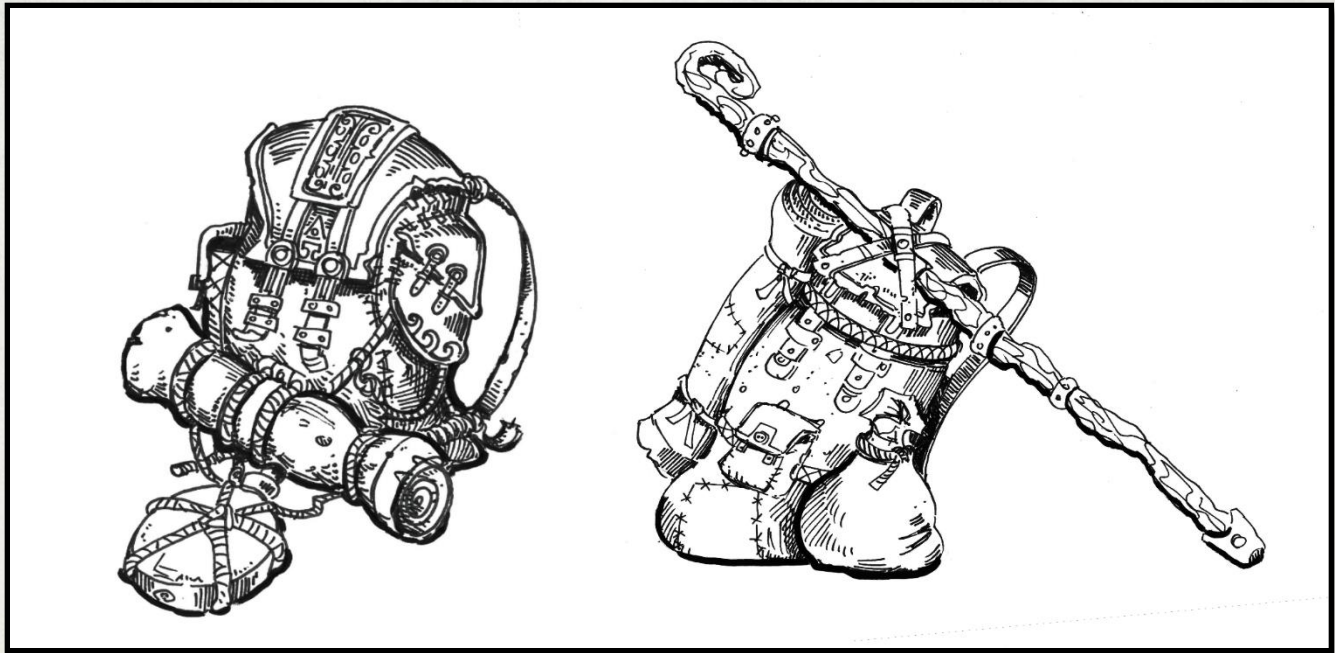
Soldier's Pack. Includes a backpack (5), a bedroll (7), a signal whistle (0), a healer's kit (3), a tinderbox (10), 10 torches (10), a mess kit (1), 10 days of rations (10), and a waterskin (5).

Spy's Pack. Includes a backpack (5), a blanket (3), a disguise kit (3), 5 sheets of paper (0), a bottle of invisible ink (0), an ink pen (0), an ear trumpet (1), a lamp (1), 2 flasks of oil (2), 5 days of rations (5), and a waterskin (5).

Supplicant's Pack. Includes a backpack (5), a religion lore book (5), an amulet holy symbol (1), a tinderbox (10), 10 torches (10), a mess kit (1), 5 days of rations (5), and a waterskin (5).

Tracker's Pack. Includes a backpack (5), a bedroll (7), a tinderbox (1), 10 torches (10), a lodestone (0), a pair of goggles (0), 5 days of rations (5), and a waterskin (5). The pack also has a set of snow shoes (3) strapped to the side.

Traveler's Pack. Includes a backpack (5), a bedroll (7), a map case (1), an area map (0), a tinderbox (10), a mess kit (1), 5 torches (5), 10 days of rations (10), and a waterskin (5).



CONTAINERS

Containers are the quintessential adventuring tool. They can carry useful items toward the adventure and then carry valuable items away from it!

DESCRIPTIONS

The carrying capacity of these container is listed on the Container Capacities table.

Backpack. A rectangular leather container with shoulder straps, worn on the back.

Bandoleer. This leather strap is worn over one shoulder and crosses diagonally across the chest and back. It has small pouches or ties that can hold up to 6 tiny objects along its length.

Contained objects must each weigh 1 pound or less. Bandoleers are excellent for holding small thrown weapons like darts and daggers. Any number of such weapons can be drawn from the bandoleer in a turn, counting only as a single interaction with the environment. Removing any other types of item from a bandoleer counts as normal, individual interactions with an object.

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

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

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

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

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

Bucket. A cylindrical wooden container, open at one end and carried with a rope handle. This container is watertight (except for the open top), suitable for transporting liquids.

Case, Crossbow Bolt. A rigid rectangular container designed to be slung on a belt and carry crossbow bolts.

Case, Map or Scroll. A cylindrical container used to contain rolled-up papers or parchment.

Cask or Keg. A smaller version of a barrel.

Chest. A secure, rectangular container, like a box but with thicker sides and durable hinges. A chest has a clasp with interlocking rings that allows a padlock to hold the lid closed.

Compartment, Hidden. Secret compartments can be built into different objects, the heel of a boot, the side of a crate, the end of a pole, and more.

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

A hidden compartment's capacity depends on the object into which it is built. The shape varies as needed, but the capacity cannot exceed one-tenth of

the item's weight. The long handle of a two-handed (or versatile) weapon is a common location.

Crate. This very large box is typically used for shipping or for long-term storage.

Flask. A clay container with a tight cork stopper. A flask is delicate enough to be thrown as a missile weapon, shattering on impact.

Haversack. A large, rectangular leather container with shoulder straps, worn on the back. Between its greater size and its multiple compartments, the haversack carries more gear than a backpack.

Jug or Pitcher. A container made of glass or clay, with a carrying handle and a pouring spout. Pitchers are open topped, used for frequent pouring. Jugs have a stopper at the spout that keeps the container closed.

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

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

Pouch. A pouch is a small sack or shaped container typically made of leather and worn on a belt or a harness. Pouches come in a variety of forms and are designed for a variety of uses.

Quiver. A quiver is a cylindrical container sized for carrying arrows.

Rucksack. A large, rectangular leather container with shoulder straps, worn on the back. Between its greater size and its multiple compartments and side pouches, the rucksack carries more gear than a backpack or haversack.

Sack. Sacks are typically made of burlap or canvas, the opening equipped with a drawstring or other fastening ties to secure it closed. A good sack is often equipped with a small loop near the top to allow it to be strung on a pack saddle, hooked over a saddle horn, or carried in one hand.

Sack, Large. A larger version of the standard sack.

Satchel. A thin, rectangular bag with a shoulder strap worn diagonally over the torso; the container hangs at or just below the waist, or to the side of the body.

Satchel, Water Resistant. This satchel is made of various water-resistant materials and treated to keep the contents dry. It is often used by letter carriers or similar couriers when they have important cargo to protect from the elements.

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

Tankard. This large mug is typically used for alcohol.

Vial. A small glass or clay container. Vials come in various shapes.

Waterskin. A water-proof bladder or gourd with a stopper, typically used for carrying water.

CONTAINERS

Item	Cost	Weight
Backpack	2 gp	5 lb.
Bandoleer	2 gp	2 lb.
Barrel	3 gp	70 lb.
Basket	4 sp	2 lb.
Bottle, glass	2 gp	2 lb.
Box	1 gp	1 lb.
Box, map or scroll	5 gp	2 lb.
Bucket	5 cp	2 lb.
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Cask or keg	2 gp	12 lb.
Chest	5 gp	25 lb.
Compartment, hidden	5 gp	—
Crate	2 gp	40 lb.
Flask or tankard	2 cp	1 lb.

Item	Cost	Weight
Haversack	5 gp	7 lb.
Jug or pitcher	2 cp	4 lb.
Ketch	2 gp	3 lb.
Lockbox	10 gp	2 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rucksack	9 gp	9 lb.
Sack	1 cp	1/2 lb.
Sack, large	5 cp	1 lb.
Satchel	1 gp	3 lb.
Satchel, water resistant	5 gp	3 lb.
Vial	1 gp	—
Waterskin (full)	2 sp	5 lb.

CONTAINER CAPACITIES

Container	Capacity
Backpack*	1 cubic foot / 30 pounds of gear
Bandoleer	6 distinct objects, each no larger than 10 inches long and each weighing no more than 1 pound
Barrel	40 gallons of liquid, 5 cubic feet solid
Basket	2 cubic feet / 40 pounds of gear
Bottle	1½ pints of liquid
Box or lockbox	1 cubic foot, 20 pounds of gear
Box, map or scroll	30 sheets of paper, 15 sheets of parchment, or 15 spell scrolls
Bucket	3 gallons of liquid, 1/2 cubic foot solid
Case, crossbow bolt	20 crossbow bolts / 5 grappling or inking crossbow bolts
Case, map or scroll	10 sheets of paper, 5 of sheets parchment, or 5 spell scrolls
Cask or keg	8 gallons of liquid, 1 cubic foot solid
Chest	12 cubic feet / 300 pounds of gear
Crate	30 cubic feet / 750 pounds of gear
Flask	1 pint of liquid
Haversack*	1½ cubic feet / 45 pounds of gear
Jug or pitcher	1 gallon of liquid
Ketch	5 javelins or light spears
Pot, iron	1 gallon of liquid
Pouch	1/5 cubic foot / 6 pounds of gear / 20 sling bullets or firearm loads / 30 crossbow disks / 50 blowgun needles
Powder horn	30 charges of gunpowder
Quiver	20 arrows / 5 grappling arrows
Rucksack*	2 cubic feet / 60 pounds of gear
Sack	1 cubic foot / 30 pounds of gear
Sack, large	4 cubic feet / 90 pounds of gear
Saddlebags*	2 cubic feet / 60 pounds of gear
Satchel	1/2 cubic foot / 15 pounds of gear
Tankard	1 pint of liquid
Vial	4 ounces of liquid
Waterskin	4 pints of liquid

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

DM'S CORNER: MANAGING CONTAINERS

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

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

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

A reasonable number of pouches can be worn around the belt, on shoulder straps, or on a harness. You don't need to buy affixture points separately; a belt is intrinsic to any type of clothing, while shoulder straps and other harness points are intrinsic to common clothes and traveler's clothes.

A character can wear two ammunition-bearing quivers, ketches, or crossbow cases at a time. Additional containers of this type are too unwieldy to allow the smooth drawing and loading of the contained ammunition.

A character can wear two bandoleers at a time. Additional bandoleers will interfere with the character's ability to quickly access equipment from every bandoleer worn.

A saddled horse or similar beast can bear a set of saddlebags. A humanoid can also carry one set of saddlebags over the shoulder, but this interferes with other containers carried over the chest or back; the character cannot simultaneously employ a backpack, haversack, rucksack, bandoleers, or any pouches attached higher than the belt.

A pack-saddled horse or similar beast can have attached to it 6 casks or large sacks, or 2 barrels or chests. A Small or Medium beast can pack half that amount, while a Huge beast can pack double.

All other containers must themselves be carried in a container, strapped to another container that allows such things, or carried in a free hand.

AMMUNITION

Although ammunition is categorized as adventuring gear, Wraith Wright's manuals place them alongside weapons in the *Expanded Weapon Manual*.

MAGICAL IMPLEMENTS

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

DESCRIPTIONS

Magical implements are described below.

Arcane Focus (any). *Although arcane focuses come in many varieties, rods, staves, and wands—particularly when crafted from once-living material like bone or wood—make excellent focusing tools for magical power. A sorcerer, warlock, or wizard can use these items as spellcasting focuses, as described in chapter 10 of the Player's Handbook.*

A magical rod, staff, or wand can be used as an arcane focus unless it requires attunement and cannot be attuned by the character trying to use it as such, or unless the text for the item says otherwise.

Arcane Focus, Crystal. *The crystals of this arcane focus come in many shapes and colors. The most*

popular crystal arcane focuses retain much of their natural shape and coloration.

Arcane Focus, Orb. *An orb is a smooth, polished sphere made of glass, crystal, quartz, or another mineral substance. It is 3 to 5 inches in diameter, small enough to rest in a Medium humanoid's palm.*

Arcane Focus, Rod. *This arcane focus is created by etching a heavy, two-foot baton with runes and sigils.*

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

Arcane Focus, Staff. *This arcane focus is created by etching a normal quarterstaff with runes and sigils or attaching a focusing crystal to the top.*

A staff functions in all ways as a quarterstaff in addition to being an arcane focus.

An arcane spellcaster with the ritual caster feature may create a staff arcane focus through a special on-hour ritual. The ritual uses 5 gp worth of powdered gold and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this effect to be prepared and cast as a *basic rite* spell.

MAGICAL IMPLEMENTS

Item	Cost	Weight	Item	Cost	Weight
Arcane focus			Holy symbol		
Crystal	10 gp	1 lb.	Amulet	5 gp	1 lb.
Orb	20 gp	3 lb.	Amulet, ornamental	10 gp	1 lb.
Rod	10 gp	2 lb.	Emblem	+5 gp	—
Staff	5 gp	4 lb.	Flask (empty, 1 pint)	6 gp	—
Wand	10 gp	1 lb.	Ordained weapon *	+100 gp	—
Weapon etching *	+50 gp	—	Reliquary	5 gp	1 lb.
Component pouch	25 gp	2 lb.	Holy water (flask)	25 gp	1 lb.
Druidic focus			Ink, rare (1-ounce bottle)	100 gp	—
Ritual sickle	2 gp	2 lb.	Psionic Focus		
Sacrifice	—	—	Circlet	25 gp	1 lb.
Sprig of mistletoe	1 gp	—	Dorje	15 gp	1 lb.
Totem	1 gp	4 lb.	Pendant	10 gp	1 lb.
Totem, greater	35 gp	—	Weapon Circuitry *	+75 gp	—
Weapon embellishment *	+25 gp	—	Spellbook	50 gp	3 lb.
Wooden staff	5 gp	4 lb.	Spellbook, travelling	30 gp	2 lb.
Yew wand	10 gp	1 lb.	Torch, everburning	50 gp	1 lb.
			Unholy water (flask)	25 gp	1 lb.

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

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

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

Only arcane spellcasters can make this type of arcane focus. This includes arcane tricksters, artificers, bards, eldritch knights, sorcerers, warlocks, and wizards. The special creation ritual takes one hour, uses 50 gp worth of powdered gold, and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this effect to be prepared and cast as a *basic rite* spell.

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

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

Druidic Focus (any). A druid can use these items as spellcasting focuses, as described in chapter 10 of the Player's Handbook.

A magical staff or wand can be used as a druidic focus if it is made of wood, unless it requires attunement and cannot be attuned by the character trying to use it as such, or unless the text for the item says otherwise.

Druidic Focus, Greater Totem. This focus is prepared in the same way as a normal totem, but the treatments are applied to a much larger object, typically a living tree or a log half-buried horizontally.

Druidic Focus, Ritual Sickle. Representing the harvest, this tool is typically prepared in a way that leaves no obvious markings; to the untrained eye, it is no more than a farming implement.

A ritual sickle functions in all ways as a sickle in addition to being a druidic focus.

A druid may create a ritual sickle druidic focus by performing a special sacrament. The ritual takes one hour, burns 2 gp worth of rare herbs, and requires the

DM'S CORNER: WEAPON FOCUSES

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

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

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

VARIANT: FOCUSES FOR RANGERS

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

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

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

caster to expend a 1st-level spell slot. The Dungeon Master may instead require this effect to be prepared and cast as a *sacrament* spell.

Druidic Focus, Sacrifice. Certain druidic traditions call for blood sacrifices. These sacrifices can be mere animals, or they can be intelligent humanoids or other

creatures. Using sacrifices as magical focuses is a hallmark of evil druidic traditions, not normally intended for use by player characters.

Creating a sacrifice requires one hour of ritual preparation (and a creature to sacrifice). Each druid that participates in the full ritual is thereafter considered to be holding a druidic focus for a certain time, even if using both hands for other purposes. This effect lasts for one hour per point of the sacrificed creature's Intelligence score. Multiple creatures can be sacrificed, to a cumulative benefit that lasts no longer than 72 hours. Sacrificed creatures must be restrained during the ritual and are killed at its conclusion. The ritual must take place in a natural environment like a forest or a naturally occurring underground cavern.

Druidic Focus, Sprig of Mistletoe. This sprig of mistletoe is worn on a string or thong around the neck. It is the most recognizable symbol of druidic power.

Druidic Focus, Totem. This focus takes the form of a short pole, about three feet long, treated with ritual ointments and herbs. Some are carved with symbols of natural power, like animals. A totem is designed for one end to be planted in the ground. It is intended for repeated use; a druid must simply lay a hand on the totem to make use of it as a focus. Often, multiple druids will stand around the focus to use it at the same time.

Druidic Focus, Weapon Embellishment. This rare type of focus is a weapon with non-metal components.

A druid can perform a ritual to embellish a non-metal weapon with magical plant essences that leave shaped impressions on the item. The components of this ritual cost 25 gp. If the weapon has the ersatz weapon property, it becomes a druidic focus. The

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

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

Druidic Focus, Wooden Staff. This druidic focus is created using a length of wood naturally shaped as a quarterstaff. These are often made from tall saplings.

A wooden staff functions in all ways as a quarterstaff in addition to being a druidic focus.

A druid may create a wooden staff druidic focus by performing a special sacrament. The ritual takes one hour, burns 5 gp worth of rare herbs, and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this effect to be prepared and cast as a *sacrament* spell.

Druidic Focus, Yew Wand. Yew wood comes from a small collection of coniferous trees or shrubs. The wood is commonly associated with fey creatures and with magical manipulations of life, death, and rebirth. A yew wand often takes the form of a natural stick of yew, groomed and then trimmed, but uncarved.

Holy Symbol (any). A cleric or paladin can use these items as spellcasting focuses, as described in chapter 10 of the Player's Handbook.

Holy Symbol, Amulet. This hanging icon typically bears a small representation of a deity, pantheon, or philosophy. Most are inlaid with silver.

Holy Symbol, Emblem. This incorporates the symbol of a deity or pantheon as inlay or engraving on a shield.

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

Holy Symbol, Flask. A container for liquid with a tight stopper or cap and the symbol of a deity or pantheon emblazoned on the side. Flask holy symbols are typically made of metal, not suitable for throwing as missile weapons since they do not easily shatter.



BASIC RITE

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (Powdered gold of a value described below)

Duration: Instantaneous (see text)

You perform one of several arcane rites. When you cast the spell, choose one of the following rites. Its target must be within 10 feet of you throughout the casting. This spell is particularly useful in societies where arcane tools are illegal or hard to acquire.

Etch Weapon. You touch an appropriate weapon, empowering it as an etching arcane focus. (50 gp)

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

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

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

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

SACRAMENT

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

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

Duration: Instantaneous (see text)

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

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

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

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

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

HIGH CEREMONY

2nd-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (100 gp worth of powdered electrum or platinum)

Duration: Instantaneous (see text)

You perform one of several religious ceremonies. When you cast the spell, choose one of the following ceremonies. Its target must be within 10 feet of you throughout the casting.

Bless Water. You touch up to four vials of water and cause them to become holy water.

Consecrate Ground. You dedicate a temple, shrine, or other place significant to your religion, affecting an area no more than 100 feet across. For the next 24 hours, creatures within the area can't be frightened. During this period, the area detects as consecrated to a *detect evil and good* spell or a paladin's Divine Sense feature.

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

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

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

This is a class spell for clerics and paladins.

Holy Symbol, Ordained Weapon. A rare religious ceremony is required to ordain a weapon to serve as a holy symbol.

A cleric or paladin may ordain a suitable weapon by performing a special ritual. The ritual takes one hour to perform, uses 100 gp worth of powdered electrum or platinum, and requires the caster to expend a 2nd-level spell slot. The Dungeon Master may instead require this ritual to be prepared and cast as a *high ceremony* spell.

The affected weapon must be one crafted with the markings of the appropriate religion, or it must be a magical weapon whose appearance and history are in no way offensive to that faith. In some worlds, the gods each have a favored weapon, which is also a suitable option for clerics of those faiths, whether the weapon is marked with symbols or not.

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

Holy Symbol, Ornamental Amulet. This is a more expensive version of the

amulet holy symbol. It is typically crafted with intricate details, made of more precious materials, and sometimes decorated with tiny gemstones.

Holy Symbol, Reliquary. A reliquary is a tiny box holding an item of religious significance. A common example would be the finger bone of a prophet, or a fragment of a larger holy relic.

Bigger, less-portable reliquaries are often found in shrines or temples. These larger versions are typically not available to adventurers. They can be used as divine focuses while a spellcaster is in physical contact with them.

Holy Water. This water has a glittery sheen, a byproduct of the ingredients used to create it.

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against the target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, and the attack hits, the holy water inflicts 2d6 radiant damage.

A cleric or paladin may create holy water by performing a special ritual. The ritual takes one hour, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this ritual to be prepared and cast as a *ceremony* spell. (See *Xanathar's Guide to Everything*.)

Ink, Rare. This ink is magically interactive. Rare ink

is used for the notetaking, diagraming, and transcription processes required to write a spell into a spellbook.

Half a bottle (1/2 ounce) is needed for each level of a new spell. If the wizard is writing already-known spells, the extra notetaking and diagraming are

not needed; only one-tenth of a bottle (1/10 ounce) is required for each level of an already-known spell.

An arcane spellcaster with the ritual caster feature may create rare ink by performing a special ritual. The ritual takes one hour, uses 100 gp worth of powdered gold, and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this effect to be prepared and cast as a *basic rite* spell.

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



A magic item in the form of a circlet, dorje, or pendant can be used as a psionic focus, except when it requires attunement and cannot be attuned by the character trying to use it as such.

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

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

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

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

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

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

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

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

Each page is suitable for recording 1 spell.

Spellbook, Traveling. *This spellbook has only 25 pages. It has a water-resistant case and a metal cover that locks closed with a tiny lock.*

Each page of the traveling spellbook is suitable for recording a spell. A key is provided for the lock. Without the key, a creature can pick this lock with a successful DC 15 Dexterity check using thieves' tools. The water-resistant case protects the book from full submersion for up to 10 minutes.

Torch, Everburning. *This item is simply the product of a continual flame spell. It typically takes the form of a torch, but any viable objects can be affected for the listed cost.*

VALUE OF SPELLBOOKS WITH SPELLS

You found a wizard's spellbook on your adventure! What is it worth when sold? As a mundane piece of equipment, a merchant will buy it at half its listed cost, 25 gp (or 15 gp for a travelling version), plus the value of any ornamentation. But what about the value of the spells within?

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

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

A cleric or wizard can create such an object by casting the *continual flame* spell, which consumes 50 gp worth of ruby dust. As a duty to their faith and as a method of proselytizing, many clerics make these items available for no more than the cost of their material components, just as they do with holy water.

Unholy Water. *This water has a glittery sheen, a byproduct of the ingredients used to create it.*

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against the target creature, treating the unholy water as an improvised weapon. If the target is a celestial, and the attack hits, the unholy water inflicts 2d6 necrotic damage.

A cleric or paladin may create unholy water by performing a special ritual. The ritual takes one hour, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot. The Dungeon Master may instead require this ritual to be prepared and cast as a *ceremony* spell, altering the terms of that magic to allow the creation of unholy water. (See *Xanathar's Guide to Everything*.)



Chapter 2

CHAPTER 2: TOOLS

UTOOLS INCLUDES ARTISAN'S TOOLS, GAMING sets, musical instruments, and various uncategorized tools. This chapter expands the selection of each of these tool types and provides an array of new rules for their use. It also expands and better codifies the new tool rules in *Xanathar's Guide to Everything*, meaning this chapter is best used in concert with that book.

USING TOOLS

Proficiency with a tool allows you to add your proficiency bonus to any ability check you make to use that tool, and to use any special functions of a tool provided in its description. Proficiency also implies knowledge of the trade or profession involved in the tool's marketable products.

Ability checks for tool use are not tied to a specific ability; the Dungeon Master can, for example, call for a Dexterity check to use woodcarver's tools for carving a particularly fine detail or a Constitution check to use those same tools for creating fine detail over a long and exhausting period of time.

SKILLS AND TOOLS TOGETHER

Some skills have overlapping functionality with tools. Sometimes, using both can provide advantages. This system requires the character to be proficient with the skill and the tool.

Each tool below indicates one or more skills that may apply "coaction," "synergy," or "lore," sometimes with examples. Even when not specified, some of these pairings only overlap in certain circumstances or applications. The Dungeon Master is the arbitrator of when these advantages apply.

When deriving lore from a pairing, a character need not possess or make use of the tool to claim the added knowledge. This is not true of coaction or synergy between skills and tool; in these cases, the tools must be on hand and utilized to exercise coactive or synergistic benefits.

COACTION

If a check could be performed with either a skill or a tool, the Dungeon Master may choose to apply advantage on the roll when both are brought to bear. This benefit is called coaction.

VARIANT: MASTERWORK TOOLS

Any artisan's tools or miscellaneous tools can be purchased as a masterwork version for an *additional* cost of 150 gp.

The only function of masterwork tools is to negate disadvantage imposed by the complexity of a subject, project, or product, if it could be offset by higher-precision tools or by a wider-than-normal array of supplies. This effect applies at the Dungeon Master's discretion; not every situation that imposes disadvantage can be offset by masterwork tools.

For example, in a forgery attempt, a character is trying to imitate a precise shade of ink used in military documents. The purpose of this ink, with its odd mixture of pigments, is to deter just this sort of forgery! Normally, the DM would impose disadvantage, but decides that the wider array of inks available in the character's masterwork forger's kit is enough to prevent that penalty.

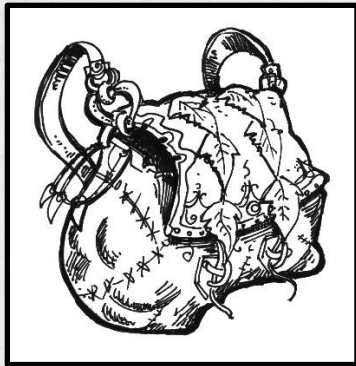
VARIANT: SHODDY TOOLS

Any type of tools can be acquired in a low-quality form at a reduced price. These are usually poorly crafted second-hand items, ill cared for or with missing components. Shoddy tools cost one-fifth the standard market value and apply disadvantage to any ability check made with them.

For example, the cost of a shoddy lyre is only 6 gp. The item is probably cracked so that its sound is never quite right. A user applies disadvantage to any Charisma (Performance) checks made to play the shoddy lyre.

This only applies to ability checks; if a bard were to use the shoddy lyre as a spellcasting focus, spell attack rolls would not be affected.

For example, harvesting poison from a creature may be done with either an Intelligence (Nature) check or an Intelligence check using proficiency with a poisoner's kit. (See the *Dungeon Master's Guide*, page 258, or chapter 5 of this book.) Applying both allows the player to roll with advantage.



There are many other ways that skills and tools can overlap in function, thus granting advantage, subject only to the (reasonable) imagination of the player and the moderation of the Dungeon Master.

When the abilities called upon for a coactive skill and tool are not the same, the player determines which ability to use unless the Dungeon Master asserts that a specific ability is needed for the circumstances.

SYNERGY

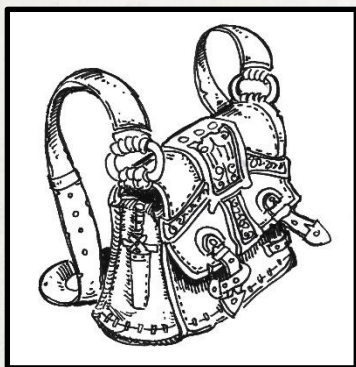
Synergy is about better results, not better rolls. Often, a successful check that applies to both a skill and a tool can yield an exceptional outcome. While a player may suggest a combination, these potent benefits are applied entirely at the Dungeon Master's discretion.

Synergistic benefits might also create potential functionality where the skill or tool alone would not. Or it might modify a scenario to be more favorable even before a check is rolled.

For example, a character using Charisma (Persuasion) to sway a crowd to a certain viewpoint could synergize the attempt by playing a musical instrument with proficiency. A patriotic background tune really jazzes up an inspiring speech. In this case, the Dungeon Master might decide that the crowd's starting attitude is shifted one category before the Charisma check is rolled. For another example, proficiency with cobbler's tools might let a character roll Wisdom (Survival) to track a specific person across a busy area like a dirt road through the center of town, doing so when it would not be possible for

other characters to differentiate the similar footwear.

Coaction and synergy may well apply to the same scenarios, but some synergistic benefits have no effect on die rolls whatsoever.



Many of these are described in *Xanathar's Guide to Everything*, starting on page 79, what that book calls "special uses."

LORE

Any time proficiency with a tool would provide additional information to the user of a skill, or vice versa, the information derived is specific to the tool or skill brought in on the check.

For example, an Intelligence (History) check to determine the origin of a painting might gain additional insight into the value and age if the investigator is proficient with painter's tools. This is due to familiarity with the appearance of such crafts when exposed to the ravages of time.

Xanathar's Guide to Everything lists a variety of lore opportunities for specific skills.

ARTISAN'S TOOLS

Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools of your craft. Each type requires a different proficiency.

PROFESSIONAL WORK

During downtime periods, artisan's tools let you craft items for yourself and others or earn a living.

REPAIRS

Artisan's tools are assumed to contain a small quantity of important components for repairing and upkeeping equipment without additional cost. For example, your smith's tools might contain extra links to replace lost bits of your chain mail armor.

Normally, this means that repairing an item requires only time, not additional costly materials. (Repair components are periodically restocked as incidental, untracked expenses.) The damaged parts of the gear itself counts as the materials needed for the project of crafting the item back to its completed form.

For a particularly ruinous breakage, as suffered by armaments with the ersatz property, additional materials might need to be purchased, usually costing 5% of the item's normal price. This additional cost is also appropriate in the case of items ruined by such creatures as rust monsters and black puddings; anything that permanently degrades the item rather than giving it a broken status.

TOOLS

Item	Cost	Weight	Item	Cost	Weight
<i>Artisan's tools</i>			<i>Musical instruments</i>		
Alchemist's supplies	50 gp	8 lb.	Bagpipes	30 gp	6 lb.
Brewer's supplies	20 gp	9 lb.	Birdpipes	10 gp	2 lb.
Calligrapher's supplies	10 gp	5 lb.	Drum	6 gp	3 lb.
Carpenter's tools	8 gp	6 lb.	Dulcimer	25 gp	10 lb.
Cartographer's tools	15 gp	6 lb.	Flute	2 gp	1 lb.
Cobbler's tools	5 gp	5 lb.	Glaur	9 gp	2 lb.
Cook's utensils	1 gp	8 lb.	Hand drum	3 gp	1 lb.
Glassblower's tools	30 gp	5 lb.	Harp	20 gp	3 lb.
Jeweler's tools	25 gp	2 lb.	Horn	3 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.	Lute	35 gp	2 lb.
Mason's tools	10 gp	8 lb.	Lyre	30 gp	2 lb.
Painter's supplies	10 gp	5 lb.	Longhorn	20 gp	15 lb.
Potter's tools	10 gp	3 lb.	Pan flute	12 gp	2 lb.
Sculptor's tools	15 gp	7 lb.	Shawm	2 gp	1 lb.
Smith's tools	20 gp	8 lb.	Songhorn	2 gp	1 lb.
Tattoo artist's tools	15 gp	2 lb.	Tantan	5 sp	1/2 lb.
Tinker's tools	50 gp	10 lb.	Thelarr	35 gp	2 lb.
Weaver's tools	1 gp	5 lb.	Tocken	10 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.	Viol	30 gp	1 lb.
<i>Gaming set</i>			Wargong	12 gp	7 lb.
Dart-and-board set	3 gp	2 lb.	Yarting	30 gp	1½ lb.
Dice set	1 sp	—	Zulkoon	50 gp	25 lb.
Dragonchess set	1 gp	1/2 lb.	<i>Miscellaneous tools</i>		
Hnefatafl set	2 gp	1/2 lb.	Appraiser's tools	8 gp	5 lb.
Kubb set	5 gp	2 lb.	Disguise kit	25 gp	3 lb.
Nine men's morris set	1 sp	—	Forgery kit	15 gp	5 lb.
Playing card set	5 sp	—	Fortune teller's kit	6 gp	4 lb.
Prophet's gambit (Tarokka) set	1 gp	—	Herbalism kit	5 gp	3 lb.
Ring-toss set	1 gp	—	Navigator's tools	25 gp	2 lb.
Three-dragon ante set	1 gp	—	Poisoner's kit	50 gp	2 lb.
Trictrac set	2 gp	1/2 lb.	Thieves' tools	25 gp	1 lb.

DESCRIPTIONS

Unless otherwise noted, each set of tools comes in its own satchel. (All relevant containers are described in another chapter.)

Alchemist's Supplies. A collection of crucibles and glass vials, mortar and pestle, an alcohol-burning lamp, and other supplies. These come in a box with velvet-lined cut-outs designed to hold the delicate instruments safely in place.

Use alchemist's supplies to produce a thick puff of smoke (DC 10), identify poison (DC 10) or another substance (DC 15), start a fire (DC 15), or neutralize acid (DC 20).

Brewer's Supplies. Measuring bowls, scales, hops bags made of muslin, spices, hoses, a funnel, and other equipment suitable for brewing alcoholic beverages. Depending on the type of beverage crafted, kegs, casks,

pitchers, or other liquid storage devices may also be required for practicing this trade.

You can use your tools to purify up to 6 gallons of water as part of a long rest, or 1 gallon of water as part of a short rest.

Use brewer's supplies to detect poisons or impurities in a drink (DC 10), identify alcohol (DC 15), or ignore the effects of alcohol (DC 20). This last roll is a Constitution check using brewer's supplies.

Calligrapher's Supplies. *A set of fine pens, colorful inks, and fancy sheets of parchment. Also included are sealing waxes of various colors and qualities and an array of wax stamps. These supplies frequently include a specialized subset of tools used with more durable mediums, like the long-handled wood-burning styluses or fine paintbrushes used for sign-making.*

Use these tools to identify the writer of nonmagical script (DC 10), determine a writer's state of mind (DC 15), spot forged text (DC 15), or forge a signature (DC 20).

Carpenter's Tools. *Mallets, nails, measuring cords, cutting templates or triangles, smoothing planes, and a small saw. Carpenter's tools are used to shape wood on a large scale, crafting furniture, buildings, large agricultural tools, and the like.*

With 1 minute of work and raw materials, you can make a door or window harder to open, increasing the DC to do so by 5. As part of a long rest, you can construct a basic shelter that will last for 1d3 days. Until the shelter collapses, it will keep up to six Small or Medium humanoids dry. Prevailing temperatures within the shelter are 10 degrees more favorable.

Use these tools to build a simple structure of wood (DC 10), design a complex structure of wood (DC 15), find weaknesses in wooden constructions like siege weapons or walls (DC 15), or pry apart a door (DC 20).

Cartographer's Tools. *This satchel contains templates of maps and large, blank parchments suitable for map-making. It includes special inks and writing tools, particularly tools for drawing objects to scale relative to one another. Cartographer's tools also include collapsible surveying rods, the measuring tools used to calculate overland distances and geographic features.*

These tools let you map your journeys without slowing your speed of travel.

Use cartographer's tools to determine a map's age or origin (DC 10), estimate direction and distance to a



landmark (DC 15), determine whether a map is fake (DC 15), or fill in missing terrain on a partial map (DC 20).

Cobbler's Tools. *These tools come in a box, the lid of which is reversible and supports a cobbler's "last." The tools include a mallet and nails, sturdy sewing needles and thread, rolls of soft leather, stamped pieces of hard leather, molding implements, and other devices that aid in the construction and repair of footwear.*

As part of a long rest, you can maintain up to six pairs of shoes, allowing their wearers to travel 10 hours in the following day before starting forced march checks.

You can create a hidden compartment in a piece of footwear for no cost, taking 8 hours for the construction. (See the "hidden compartment" item described elsewhere in this product.)

You can use an Intelligence check with cobbler's tools in the place of Investigation to find hidden compartments in shoes.

Use cobbler's tools to determine a shoe's age or origin (DC 10) or find a hidden compartment in a boot heel (DC 15).

Cook's Utensils. *Pans, knives, bottles of assorted seasonings, a journal of recipes, and other tools used to produce food.*

During a short rest, you can "prepare" up to 5 rations with cook's utensils to make them more nutritious and rejuvenating. Anyone who eats one of these rations during the same short rest may regain 1 extra hit point per Hit Die spent.

Use cook's utensils to create a typical meal or duplicate a particular meal (DC 10), to spot poison or impurities in food (DC 15), or to create a gourmet meal (DC 15).

Glassblower's Tools. *This kit contains crimps and clamps, a pouring block, shears, and a blowpipe, items used to manipulate glass with a kiln or another source*

of high heat. It also contains rods of glass in various colors.

With one minute of study, you can identify weak points in glass objects such that your successful attacks, or the successful attacks of others that you direct, are automatically critical hits.

Use glassblower's tools to identify a source of glass (DC 10) or determine what a glass object once held (DC 20).

Jeweler's Tools. *This kit contains chisels, brushes, polish, and other tools used to prepare or enhance gemstones. It also contains small-scale metalworking tools used to shape precious metals into jewelry of various kinds. A small jeweler's loupe is included for examining jewelry and gemstones.*

You can identify and appraise the value of gemstones at a glance, applying your proficiency modifier to any such checks.

Turning a raw gem into a standard one is a crafting project that requires 1 day of work per 5 gp of value added, up to (the missing) half of the standard value of the gemstone. This is not the same as modifying a gem's appearance; that task

requires a Dexterity check with

jeweler's tools and turns a gemstone of one shape or cut into a gemstone of another shape or cut.

Use jeweler's tools to modify a gem's appearance (DC 15) or determine a gem's history (DC 20).

Leatherworker's Tools. *This kit contains cutting and edging tools, grommet setters and punches, a mallet, needles and awls, and other miscellaneous tools used to craft processed leather into clothing and accessories.*

You can automatically determine what animal a hide came from and whether any special techniques were used to treat it.

Use leatherworking tools to modify a leather item's appearance (DC 10) or determine its history (DC 20).



With one minute of study, you can identify weak points in masonry such that your successful attacks against it, or the successful attacks of others that you direct, are automatically critical hits.

Painter's Supplies. *Small pots of paints in various colors, alchemical mixtures for paint thinning, a painter's palette, and an array of paintbrushes. This set of tools typically includes brushes sized for the sort of work the painter intends, from artistic to functional. These include the small,*

Painter's Supplies. Small pots of paints in various colors, alchemical mixtures for paint thinning, a painter's palette, and an array of paintbrushes. This set of tools typically includes brushes sized for the sort of work the painter intends, from artistic to functional. These include the small, intricate brushes used



As part of a short or long rest, you can produce a painting that accurately portrays or illustrates an object or landscape you have seen that day.

Potter's Tools. These tools are used to craft and repair pottery. They include molds, knives, sponges, and styluses for decorating pottery, alchemical glues for repairing shattered pottery pieces, and the dyes and glazes for finishing or resurfacing them.

With one minute of study, you can identify weak points in ceramic objects such that your successful attacks against them, or the successful attacks of others that you direct, are automatically critical hits.

Sculptor's Tools. *This satchel contains chisels, mallets, files, and finishing polishes for sculpting statutes out of minerals (typically stone or clay) or applying decorative engraving to the mineral surfaces of walls, doors, and other edifices.*

Use sculptor's tools to modify a statute (DC 10) or detect hidden messages in the designs engraved into a wall or similar surface (DC 20).

With access to a hot enough flame, you can make metal pliable; you can repair up to 10 hp of damage to a metal object per hour of work.

Tattoo Artist's Tools. This set of tools includes a variety of needles and inks as well as ointments and

various treatments used to create tattoos on the skin of animals and humanoids.

If you are a spellcaster, or working with a spellcaster, you can use these tools to inscribe a *spell scroll* into the skin of a living creature, creating a temporary tattoo. (See the Magic Tattoo Coverage table in *Tasha's Cauldron of Everything* for guidance on size.) The costs and time needed for inscription are the same as for an equivalent *spell scroll*. Humanoids can see and read the *spell scrolls* on their own bodies when not covered by heavy clothing; such creatures can employ the tattoos as normal *spell scrolls* if they are otherwise able to use *spell scrolls*. Another spellcaster can read uncovered *spell scroll* tattoos if the decorated creature is cooperative, restrained, or unconscious.

Use tattoo artist's tools to identify tattooing techniques or origins (DC 10) or create tattoos with hidden meanings or messages (DC 20). Unlike *spellwrought tattoos*, these magical creations do not use a magic needle to inscribe. What they lack in versatility, they make up for in personal power; magical tattoos of this variety aren't level-limited like *spellwrought tattoos*.

Tinker's Tools. *Various tools used for crafting or repairing intricate machines. These look like smith's tools or thieves' tools, but in a tiny scale. The hammers, chisels, picks, and other implements are typically suitable for application to small projects like clockwork devices. Most tool sets also include an array of mundane materials to repair almost any simple object. In campaigns that incorporate firearms, tinker's tools include a variety of implements suitable for crafting and repairing guns and their ammunition.*

These tools can be used to repair most portable items made of metal, leather, or cloth, regardless of the artisan's tools needed to craft such things. You can restore 10 hit points to a damage object per hour of work. You need access to the appropriate materials for this task, and a hot enough flame if you are repairing metal objects.

Use tinker's tools to temporarily repair a disabled device (DC 10), repair an item in half the time (DC 15), or improvise a simple temporary item using scraps (DC 20).

Weaver's Tools. *A small, collapsible loom and shuttle used for weaving, plus various dyes and tools used to treat and store wool and other types of thread. These*

materials are suitable to the creation of cloth-based clothing.

You can repair a single damaged garment as part of a short rest.

Use weaver's tools to repurpose cloth (DC 10), mend a hole in a piece of cloth (DC 10), or tailor an outfit (DC 15).

Woodcarver's Tools. *A set of chisels, files, carving knives, small lathes, and other instruments for making fine impressions on wooden pieces.*

Use woodcarver's tools to craft a small figuring (DC 10) or carve an intricate pattern in wood (DC 15).

GAMING SETS

If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play games with that set. Each type of gaming set requires a separate proficiency.

Some gaming sets, like dice and cards, belong to a great many games. Others are designed for use with a single, specific game in mind. But even these single-game sets have myriad modifications and regional variations. Particularly where betting is involved, new uses for old gaming sets are sure to develop. All this means is that nine men's morris is not played here like it is over in that neighboring duchy. It pays to ask the rules before you lay your wagers!

Sometimes extraordinarily complex games catch on in a community, introducing factors from multiple game types. Dungeon Masters are encouraged to introduce a single game (perhaps with its own game rules) that is incredibly popular, something that all the locals are playing. This adds one more facet to a memorable game world.

Wizards of the Coast has previously published card games including Three-Dragon Ante, Rock-Paper-Wizard, and Prophet's Gambit (using the Tarokka deck). These make wonderful props for a DM looking to have a signature game in the campaign.

Characters can use gaming set ability checks to gain insight into an opponent's personality (DC 15) or catch a player cheating (DC 15) if not using the Fixing the Game variant rule below.

VARIANT: PLAYING GAMES

This variant rule introduces complexity into the playing of games, using gaming sets or otherwise.

Before a game is played, the DM must make several determinations.

Gaming Set. The first factor is the gaming set involved, if any. This is important because it is unlikely that a character is proficient in more than one gaming set. Often, a character lacks the charm to convince new drinking buddies to switch from their favorite game to something new. The use of a proficiency bonus is often the difference between winning and losing.

Number of Rounds. The next factor is the number of rounds to be played (the number of ability checks to be rolled). The number should be an odd one to avoid tied outcomes, typically three or five rounds, but some games are played on a single roll of the dice. The overall winner is the player who wins the most rounds. If an even number of rounds are played, ties can be broken in favor of the player who had the highest total result across all rounds. Players and bystanders can bet on the winners of each game, or they can place bets applicable to each round.

Type of Game. Generally, there are three kinds of games, games of intellect, games of physicality, and games of chance.

Games of intellect call for Intelligence checks each round, adding the player's proficiency bonus if proficient in the gaming set used. These games are the type enjoyed by intellectuals and scholars. Typical examples are card games, board games, and other contests of strategy.

Games of physicality call for checks of Dexterity, Strength or, rarely, Constitution. These add the player's proficiency bonus if proficient in the gaming set used, although games of Constitution rarely use gaming sets. Games of this nature are popular in warrior-dominated cultures. Games of physicality include such examples as dart-throwing, log-lifting, and drinking games.

Games of chance are truly random. The Dungeon Master determines the percentage chance for a successful round and the player rolls percentile dice to see the outcome. While all games include some random probability, games of chance have no element of skill to them. (Proficiency bonuses do not factor in.)



Coin flips, simple dice throws, and high card draws are all examples of games of chance.

Bluffing. Many games are made more enjoyable by the ability to bluff. If a game allows such dynamics, at the outset, each player first rolls a Charisma (Deception) check and a Wisdom (Insight) check. These results determine the potential for bluffing. A creature can only bluff someone if its Charisma (Deception) check at the start of the game was higher than the bluffed creature's Wisdom (Insight) check. Once during the entire game, each player can reroll a gaming ability check for a round, but only if the highest check for playing that round comes from someone the player can bluff.

Cheating. Most games have room for cheating; a game that seems cheat-proof just hasn't yet run afoul of the right con artist. Cheating is mechanically like bluffing but it's very different morally. It is a choice made at the outset of each round. The cheater gets advantage on the appropriate gaming set check but might get caught. After the round is played, the cheater must attempt a Charisma (Deception) check or a Dexterity (Sleight of Hand) check, whichever the Dungeon Master determines is appropriate to conceal the type of cheating used. This is opposed by the other players' individual passive Wisdom (Insight) or Wisdom (Perception) scores, respectively. Anyone whose passive score is higher than the cheater's check has noticed the foul play.

VARIANT: FIXING THE GAME

For an additional expense, most gaming sets can be crafted to produce biased results. Cards can be manufactured with subtle, hidden marks of identification. Dice can be constructed with varied densities to influence rolled results. A dart set could be built in such a way that one set of colored darts flies much truer than the other set of colored darts.

Whatever the method, using a "fixed" game set allows a cheater to claim advantage on any check to avoid other players noticing the cheating. A fixed game set costs an *additional* 15 gp to acquire. Card-marking and similar alterations can be accomplished for a much cheaper price (or without cost), but these alterations are not good enough to grant advantage to the user's checks to avoid detection.

This is a good rule to use in combination with the Playing Games variant rule, described above.

DESCRIPTIONS

Game sets are described below.

Dart-and-Board Set. A dart throwing game that tests physical dexterity and accuracy. Players try to throw the darts from a set distance into the hanging board target.

Dice Set. These polyhedral objects are most commonly found in cube form, carved from wood or bone. The various faces are marked with numbers or other symbols. Many games are played with dice, too many to count.

Dragonchess Set. This game consists of three checkered boards, arranged in three layers, with a variety of carved playing pieces that move between squares and boards.

[This game was invented by Gary Gyga and featured in *Dragon Magazine* in 1985.]

Hnefatafl Set. A strategy game played on a checkered or latticed board between two unevenly matched armies of carved figures.

Kubb Set. Kubb is an outdoor game of skill in which players try to toss wooden batons to knock over a series of blocks.

Nine Men's Morris Set. This simple strategy game is played with two colors of chits on a small, latticed board.

Playing Card Set. These squares of very thick paper are each painted with a letter, symbol, or numerical marker on one side. The back sides of all the cards are identical, whether blank or patterned. Many games are played with cards, including games of chance.

Prophet's Gambit (Tarokka) Set. This card game is played with a Tarokka deck.

[Gale Force Nine, in partnership with Wizards of the Coast, publishes the Tarokka deck. The box includes a pamphlet for playing the game.]

Three-Dragon Ante Set. This card game is played with a Three-Dragon Ante deck.

[Wizards of the Coast published the Three-Dragon Ante game deck in 2005, with a follow-up card set in 2010. Both may be played alone or together.]

Trictrac Set. Each of two players must advance their own set of 15 chits across various positions on a board using a combination of luck (dice rolls) and strategy.

MUSICAL INSTRUMENTS

If you have proficiency with a given musical instrument, you can add your proficiency bonus to ability checks to play the instrument. Proficiency also allows you to compose original music pieces, with or without lyrics. Each type of musical instrument requires a separate proficiency.

A bard can use a musical instrument as a spellcasting focus. Spellcasting this way, even without verbal components, creates sound; a musical instrument cannot be used as a spellcasting focus within a zone of silence.

Use a musical instrument proficiency to identify a tune (DC 10) or improvise a tune (DC 20).

DESCRIPTIONS

Musical instruments are described below.

Bagpipes. A wind instrument constituting multiple reed pipes fed by squeezing an air bag. The air reservoir is replenished periodically by the musician blowing into it through another pipe.

Birdpipes. Sometimes called pan pipes, satyr pipes, or the shalm, this set of parallel pipes is a musical instrument popular with creatures that are close to nature.

Drum. A cylindrical instrument with a flat hide stretched taught over each end. The hide produces a hollow resonance when struck.

Dulcimer. A dulcimer is a flat, trapezoidal soundboard across which strings of descending lengths are strung. The strings can be plucked or can be struck with a tiny hammer.

Flute. This tubular reedless wind instrument produces sound when air is blown across the hole at one end. The other end of the tube has a series of holes that can be covered or left uncovered by the fingers to produce different notes.

Glaur. This short, curved horn resembles a



cornucopia. If played using its set of valves, the instrument produces a brassy sound like a trumpet. Some versions, called gloons, don't have valves and produce a more mournful sound.

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

Harp. A harp has many parallel strings attached within a frame. The frame has an angled soundboard that facilitates shorter strings as it tapers,

varying the notes produced when the instrument is strummed.

Horn. A horn is typically a brassy pipe with a conical opening at one end and a mouthpiece at the other. Horns produce loud, far-reaching notes and so are used for signaling as well as musical purposes.

Lute. This plucked stringed instrument has a long neck and a deep, round back. The hollow portion of the body has a circular opening under the part of the strings that get strummed.

Lyre. A lyre resembles a harp but is smaller. Its strings are plucked with a pick.

Longhorn. A flute of very sophisticated make, this item is found only in large cities or areas with skilled artisans.

Pan Flute. This instrument consists of multiple closed-pipe flutes of ascending length, attached in a row.

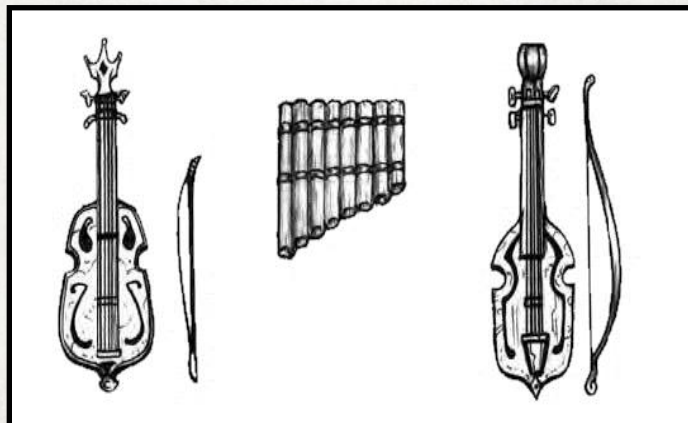
Shawm. A double-reed instrument like an oboe or a bassoon. Some versions use attached bellows.

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

Tantan. An instrument like a tambourine affixed to a tight drum.

Thelarr. A simple and wind instrument cut from a reed, sometimes called a whistlecane.

Tocken. This resonating instrument is comprised of carved oval bells hung parallel on a frame and played by light strikes with a small mallet or with the open hand.



Viol. *A small, six-stringed instrument held vertically and played with a bow.*

Wargong. *War gongs are like traditional gongs, but usually made from the shield of an enemy.*

Yarting. *This tightly strung instrument resembles a shallow-bodied lute.*

Zulkoon. *This complex pump organ has a dramatic, sinister sound.*

MISCELLANEOUS TOOLS

Miscellaneous tools differ from artisan's tools in that they tend to create no product and they are usually not suited to generating a stable income.

Each type of tool allows proficient users to add their proficiency bonus to uses of that tool. Where a tool's use might be ambiguous, some clarity is provided in the descriptions here.

DESCRIPTIONS

Miscellaneous tools are described below.

Appraiser's Tools. *A satchel containing a multi-tiered scale with a set of weights, a jeweler's loupe, vials of substances for identifying minerals through alchemical reactions, and a set of thick manuals to classify materials and index market values.*

If proficient, your bonus applies to Intelligence checks to appraise valuables.

Use appraiser's tools to identify the techniques used to refine an examined gemstone (convert it from its raw state) and determine the technique's origin (DC 10) or spot costume jewelry or costume adornments to clothing armor, or weapons (DC 15).

Disguise Kit. *A box containing cosmetics, hair dyes, and adhesive-mounted facial prosthetics used to create a variety of disguises.*

If proficient, your bonus applies to ability checks to disguise yourself or others.

You can use a long rest or one day of downtime to create a disguise. Each disguise weighs 1 pound and takes one minute to put on or take off. This ready-made disguise uses quite a few of your disguise kit components; you can only keep one disguise together at a time. When composing and applying a disguise not previously created, you must use 10 minutes for one that involves moderate changes to your appearance, or 30 minutes for one that involves more-extensive changes.

Use a disguise kit to cover distinguishing marks or injuries (DC 10), spot a disguise in use by someone else (DC 15), or copy a specific humanoid's appearance (DC 20).

Forgery Kit. *A forgery kit is a satchel that shares many of the components of calligrapher's supplies and paint supplies, including an array of brushes, pens, pigments, and inks. It also boasts a variety of styluses used to impersonate signet marks by carving wax seals.*

You can produce a forged document that is up to 1 page long or up to 4 pages long, using a short rest or long rest, respectively. Your Intelligence (forgery kit) check result sets the DC for an Intelligence (Investigation) check to spot the fake.

Use a forgery kit to mimic handwriting (DC 15) or duplicate a wax seal (DC 20).

For types of documents that can be forged, check the Nonmaterial Assets in Wraith Wright's *Expanded Wealth Manual*.

Fortune Teller's Kit. *This kit comes in a box. It includes a crystal ball, fortune telling cards, and other tools of the trade. This description covers only the mundane uses of this kit.*

If proficient, your bonus applies to Charisma checks to tell fortunes convincingly. A fortune teller's kit can be used to generate an income like artisan's tools, provided they are used in a large enough area and in a society suitably tolerant of fortune tellers.

Use a fortune teller's kit conversationally to understand someone you are telling a fortune to, determining a characteristic or ideal (DC 15), or determining a bond or flaw (DC 20).

Herbalism Kit. *This kit comes in a satchel compartmentalized for storing myriad herbs. It includes various tools for safely harvesting plants as well as the grinding tools, mixing tools, and additives needed to make potions, salves, and similar curative products.*

Proficiency allows you to identify all common plants automatically and to add your bonus to checks to identify rare ones. Herbalism kits are used to craft several curative products, including *potions of healing*.

Use an herbalism kit to find uncommon plants (DC 15) or identify herbal poisons (DC 20).

Navigator's Tools. *This satchel holds sounding lines, a sand glass, an astrolabe or telescoping back staff, a ring dial, or similar instruments needed for navigation. It also contains a number of relevant sea charts.*

Proficiency with these tools allows you to chart a ship's course and follow navigation charts. It also allows you to add your proficiency bonus to any ability check you make to avoid getting lost at sea. It can be used similarly in some cases of overland navigation.

Use navigator's tools to plot a course (DC 10) or discover your position on a nautical chart (DC 15).

Poisoner's Kit. *A poisoner's kit blends some of the components of alchemist's supplies and an herbalism kit, the tools needed to create poisons using alchemical and herbal techniques. It also includes tools for collecting poisons from live (or recently slain) monster specimens.*

You may use your proficiency bonus for uses of poison (poisoning food, weapons, etc.) and checks to collect or craft poisons. You need not worry about poisoning yourself merely by handling or applying poisons, but initial collection remains a dangerous process.

Use a poisoner's kit to spot a poisoned object (DC 10) or determine the effect of a discovered poison (DC 20).

Thieves' Tools. *A complex set of picks and tools used to disable locks and traps, organized in a roll-up leather*

satchel. These tools resemble a highly specialized segment of tinker's tools and can be disguised as such.

Thieves tools are primarily employed to unlock locks or disarm traps, but additional uses are possible. Use thieves' tools to disarm traps or open locks, rolling against variable difficulties (DC 5–30).

These tools let you create an improvised trap using parts you have on hand. The result of your Dexterity check using thieves' tools sets the DC for others to discover or disable the trap. An improvised trap deals damage appropriate to the materials used to create it, like an improvised weapon. It may also (or alternately) create a sound designed to wake nearby sleepers. Additives like poisons, ball bearings, or bells can add better functionality or warning effects to these makeshift traps.

You can also reset a disabled trap if your check meets the original DC to disable it. Reset traps use their original DCs to discover or disable, along with their original damage (unless a vital component is missing, like poison for the spikes).



Chapter 3

CHAPTER 3: TRINKETS

TRINKET IS A CHARACTER-BUILDING DEVICE, something that sparks the imagination and helps bring a character to life by enriching its history. It is typically a thing of no marketable value, yet it has enough importance and value to the owner to be worthy of keeping around, even on adventures.

USING THE TABLES

The multi-part table below increases the number of trinkets available from official sources and cleans up many of the standard ones from the *Player's Handbook*, *Curse of Strahd*, and other official sources. Notably, "joke" items like Michael Jackson's sequined glove were altered or removed. Those immersion-breakers kept players from taking trinkets seriously, robbing trinkets of their story-inspiring value.

Also removed were references to specific races or monsters; some Dungeon Masters' games don't have dragons or elves. A player who rolls a trinket that depicts a creature (or is a part of a creature) should decide exactly what race or monster is implicated based on those available in the campaign world.

ALTERNATE USES

The DM can use these tables to stock a dungeon room or to fill a creature's pockets. Anywhere "stuff" could be served by a roll on the table, from the king's bedside table to the rubbish heap behind the castle.

SELECTIVE USES

To facilitate trinket selection for campaigns set in non-standard game worlds, the table is arranged to allow some control over trinket results.

Primitive Fantasy. In primitive campaigns, perhaps a goblinoid society or metal-poor world, roll 2d100. The first 100 trinkets particularly are the type that don't rely on magic or advanced tinkering.

Normal Campaign. For normal campaigns, with the widest array of possible trinkets, simply roll 3d100.

High Fantasy. Where clockwork devices and magic are common, roll 2d100 + 100. The most complex and magical trinkets are in the final 100 options.

MODIFIED USE

As an alternative to these limited dice rolls, the DM may allow players to alter trinkets to conform with the campaign requirements. For example, a result of a silver spoon that feels warm to the touch could, in a game world where magic effects are rare, become just a silver spoon with no other effect. In a game world where metal is rare, the spoon could be made of bone.

DM's Corner. A truly effective trinket challenges a player to build a story for it that enhances the character's background. If you let players alter their trinkets too much (or choose trinkets instead of rolling for them), you risk your players narrowing the trinket to fit into the character's existing story rather than expanding the story to encompass the trinket.

TRINKETS, PRIMITIVE FANTASY (PART 1)

Roll Trinket

001	A pair of knucklebones, each shows a skull symbol on the face that should show "6"
002	A mummified hand
003	A dead beetle the size of a plum
004	A ceramic bead necklace
005	A small box filled with different-sized buttons
006	A set of gaming tokens with the faces scratched off
007	A clay tablet naming a debt to a local noble
008	A scarlet crest from a military helmet
009	A rope necklace from which dangles four mummified fingers
010	A pair of infant's sandals

Roll Trinket

011	A short scepter, the sigil of a former townmaster's authority
012	A belt with a hidden pouch sewn inside
013	A large tooth from an unknown beast
014	A one-pound carved marble monster
015	A bright green feather
016	A petrified insect
017	A pyramid of sticky black incense that smells bad
018	A vial of oil that smells like honey
019	A tiny chest that opens from the top or from the bottom
020	A perfectly round, perfectly smooth stone

TRINKETS, PRIMITIVE FANTASY (PART 2)

Roll Trinket

- 021 A winter blanket that belonged to a close friend
- 022 A pouch of tiny stone idols
- 023 A small packet filled with pink dust
- 024 A glass eye
- 025 The shell of an egg painted with scenes of misery in disturbing detail
- 026 A switch or other implement that was used to discipline you as a child
- 027 Pallid gloves crafted with ivory fingernails
- 028 A long string, knotted for use as a measuring tool
- 029 A dried or pressed flower of a unique variety; the type is unknown in your area
- 030 A lizard's bony talon on a plain leather necklace
- 031 A 1-inch clay cube, each side painted a different color
- 032 A set of bone pipes
- 033 A glass vial filled with nail clippings
- 034 A mosaic tile with a multicolored, glazed surface
- 035 The feathery crest taken from a helmet
- 036 A vest with one hundred tiny pockets
- 037 A necklace strung with small sharp teeth, about the size of a cat's
- 038 A vial of what looks like blood
- 039 A leather case (pouch) holding 20 intricately carved leaden sling bullets
- 040 An empty glass vial that smells of perfume
- 041 A tiny, white-leaved vine planted in a glass vial
- 042 A journal of every lie the original owner spoke, from small white lies to grand fabrications
- 043 A tiny wooden harp
- 044 A petrified mouse
- 045 Six glass coins with square holes in their centers
- 046 An executioner's hood
- 047 A miniature lizard formed from flint; its body can be struck with steel to create sparks
- 048 An intricate ebony coat button
- 049 A map tattooed on an old piece of skin, rolled tightly and stored in a scroll tube
- 050 A pouch made of flesh, with a sinew drawstring
- 051 The dried-up poison gland of a poisonous beast
- 048 A switch or other implement that was used to discipline you as a child

Roll Trinket

- 049 Seven small, multicolored glass marbles
- 050 A pouch made of flesh, with a sinew drawstring
- 051 The dried-up poison gland of a poisonous beast
- 052 A pair of old socks
- 053 An iron coin that can be shown to prove membership in a secret organization
- 054 A black pirate flag adorned with a skull-and-crossbones from a "dragon" or another beast
- 055 A tiny box of spices that can't be identified
- 056 A tiny box containing bright fishing lures
- 057 A dead insect or unidentifiable winged creature inside a clear glass bottle
- 058 A decorative ceramic plate
- 059 A little old doll made from a dark, dense wood and missing a hand and a foot
- 060 A diagram of the plantings in a complex garden
- 061 A bag of 47 humanoid teeth; one is rotten
- 062 A set of high-quality steel sewing needles
- 063 A mummified bird claw
- 064 A woven sun hat that doubles as a basket
- 065 An urn containing the ashes of a hero or a politician (or a hero politician)
- 066 The shattered pieces of a small jade statue
- 067 A wood carving knife with an intricately carved wooden handle
- 068 The first half of the best novel you've ever read
- 069 A note of thanks from an unknown person
- 070 An ancient arrow or crossbow bolt of delicate design
- 071 A scrap of cloth from an old banner
- 072 A knife that belonged to a relative
- 073 A receipt itemizing a wealthy noble's dowry
- 074 A fan that, when unfolded, shows a sleeping dog
- 075 A one-pound iron trade bar. On the back is carved "The king's ransom."
- 076 A candle that can't be lit
- 077 A multicolored disk made of stone, clay, or a similar material
- 078 Seven small, multicolored glass marbles
- 079 A small wooden statuette of a smug child
- 080 A letter in child's script, promising revenge on a foster parent and signed in blood



TRINKETS, PRIMITIVE FANTASY (PART 3)

Roll	Trinket	Roll	Trinket
081	A glass jar containing a weird bit of flesh floating in pickling fluid	091	Dice made from the knuckles of a notorious charlatan
082	A comb carved from seashell	092	A flute that only plays one note
083	A single caltrop made from bone	093	A tiny cage with no door
084	An eyepatch that seems to be designed for wearing over the middle of the forehead	094	A military patch or other rank insignia from a lost legionnaire
085	An old divination card bearing your likeness	095	An old chess piece made from glass
086	A whistle made from gold-colored wood or bone	096	A doll built for a shaman's ritualistic purposes
087	An alabaster mask	097	Two wooden toy soldiers, one with a missing head
088	A wooden practice sword with the carved autograph of a famous gladiator	098	Two heavy iron boot inserts designed to protect against caltrops
089	A small cloth doll with sewn-on features, skewered with needles	099	A quiver with a cap that, when closed, keeps the contents dry even while submerged
090	A sharpened shovel or spade with twenty-six notches carved along the handle.	100	A sturdy, ten-foot chain made of copper rather than iron



TRINKETS, STANDARD CAMPAIGN (PART 4)

Roll Trinket

101	A gold coin minted in an unknown land
102	A book of pleasant memories written by someone who was suffering memory loss
103	An empty wine bottle of an exceedingly rare and expensive vintage
104	A religious icon with a hidden compartment
105	A brass orb etched with strange runes
106	The signet of a banished noble
107	A blank book that refuses to hold ink or any other marking
108	A metal drinking flask, beautifully engraved
109	A silver spoon with "M" engraved on the handle
110	A tiny, gruesome box containing dozens of fingernails taken from humanoids
111	A diary written in a language you don't know, containing illustrations of unknown insects
112	2 electrum coins minted by a usurper before her demise
113	The deed for a parcel of land in a realm unknown to you
114	A book-sized case displaying 22 pinned butterflies of exotic origin
115	A tiny silver icon of a raven
116	A set of intricate schematics for large, elegant siege weapons
117	A one-pound decoy purse that appears to bulge with coins but cannot be opened
118	A bloody canvas pouch, the type of which is carried only by the royal dispatch service
119	An old key made of an unusual material
120	A book of lore containing entirely wrong information
121	A hilt from a broken sword
122	A receipt for purchase of a child-size coffin
123	A silver skull the size of a coin
124	A flamboyant hat that is not in fashion
125	A four-leaf clover pressed inside a book discussing manners and etiquette
126	A gold tooth
127	A receipt of deposit to a foreign city
128	A cameo with the profile's face scratched away
129	A monogrammed ink pen made of electrum
130	An old leather-bound ledger from a brothel

Roll Trinket

131	An ivory bell with a silver interior lining
132	An ornate scabbard that fits no blade you have found so far
133	A merchant's scale designed to give bias to one side, about five percent
134	Nails from the coffin of a murderer
135	A horseshoe bent into an odd shape
136	A ring of keys for forgotten locks
137	A sealed envelope marked as containing the last will and testament of a fallen soldier
138	A flag from a ship lost at sea
139	A lacey pouch that unfolds into a beautiful shawl
140	A book that tells the story of a legendary hero's rise and fall, with the last chapter missing
141	A bracelet-sized chain, its links made of many different non-precious metals
142	A small, worn book of children's nursery rhymes or stories
143	An exceptional-quality horse bridle, its leather components tooled with intricate designs
144	An empty silver snuffbox bearing an inscription on the surface that says "dreams"
145	An old bridal veil
146	Half of a floorplan for a temple, castle, or some other structure
147	A hound's collar with a metal tag; only you can read the inscription
148	A bronze pentacle with an etching of a rat's head in its center
149	The baron's missing signet ring
150	A wolf's head wrought in silver that is also a whistle
151	A lady's decorated parasol
152	A key to the family crypt
153	The unopened letter from your dying father
154	An unfinished painting on rolled canvas
155	A taxidermized animal; the tag on its collar says "familiar"
156	A gold monocle frame without the lens
157	An ornate saw with no teeth on the blade
158	A crystal knob from a door
159	A cameo, its likeness of a hideous person
160	A string of multicolored ceramic beads

TRINKETS, STANDARD CAMPAIGN (PART 5)

Roll Trinket

- 161 A small box of old ink pens, their tips worn to useless nubbins
- 162 A necklace formed of the interlinked holy symbols of a dozen deities
- 163 An unfinished weapon pommel crafted for a royal heir prior to the child's premature death
- 164 An indecipherable treasure map
- 165 A glass cylinder, open at each end. When placed over a candle, the flicker of distorted light casts shadows of moving creatures
- 166 A rabbit's foot
- 167 An invitation to a party where a recent murder or kidnapping happened
- 168 A well-worn loincloth
- 169 A wig from someone executed by beheading
- 170 A winter coat stolen from a dying soldier
- 171 A felt scarf with fine, lightweight chainmail sewn on, covering one side
- 172 A set of bronze scissors shaped like two feathered wings crossing themselves
- 173 A jar of pickled tongues
- 174 A wooden block with an ornately carved face designed to serve as an ink stamp
- 175 A fragment of a beautiful song, written as musical notes on two pieces of parchment
- 176 A dead sibling's military medals
- 177 A teacup from a child's tea set, stained with blood
- 178 A set of glass spheres designed to cause fishing line to float on a watery surface
- 179 A hand mirror backed with a bronze depiction of a monster
- 180 A mold for pouring 1-pound trade bars, stolen from a government's mint

Roll Trinket

- 181 A tiny silver bell without a clapper. The bell has a tiny loop, allowing it to be strung on a string.
- 182 Half a copper icon of clasped hands; the other half was given to a childhood friend
- 183 A small, decorated case containing brushes, oils, and polishing tools for cleaning weapons
- 184 A note from a secret admirer
- 185 A purple handkerchief embroidered with the name of a powerful archmage or otherworldly being
- 186 A silver ring with empty gem settings
- 187 A tiny sketch portrait of an ugly person or creature
- 188 A silver badge in the shape of a five-pointed star
- 189 A diary with seven missing pages
- 190 A scroll bearing an earnest marriage proposal
- 191 An iron holy symbol devoted to an unknown god or pantheon
- 192 A brooch of ornate design made from an unknown, bluish metal
- 193 A taxidermized bird
- 194 A picture you drew as a child of your imaginary friend
- 195 A list of innocuous ingredients with notes on how to make a poison from them
- 196 Clothes stolen from a scarecrow
- 197 A door plaque engraved with a family name
- 198 A spinning top carved with four faces: happy, sad, wrathful, and dead
- 199 A pair of boots of exceptional quality, the envy of any noble
- 200 The necklace of a sibling who died on the day you were born



TRINKETS, HIGH FANTASY (PART 6)

Roll Trinket

- 201 A bottle of invisible ink readable only at sunset
- 202 An urn with the ashes of a dead relative
- 203 A set of six brass buttons taken from an unknown piece of clothing
- 204 A lepidopterist's box filled with dead moths with skull-like patterns on their wings
- 205 A black wooden pipe that creates puffs of smoke that look like skulls
- 206 The prosthetic hook or wooden hand of a notorious pirate or outlaw
- 207 A gemstone that looks like a lump of coal when examined by anyone but you
- 208 A silver-haired wig
- 209 A compass that points to the user's nearest blood relative that is over one mile away
- 210 A 1-pound egg with a bright red shell
- 211 A magnifying glass that only magnifies dirt and blemishes; everything else is blurry
- 212 A small mirror that shows an older version of the viewer
- 213 A pint flask that refills with oil every sunrise. The oil burns with a terrible stench.
- 214 A 1-ounce block of an unknown material
- 215 An anatomical diagram of the inside of a monster with detailed notes
- 216 A giant glass eye
- 217 A piece of crystal that glows in moonlight
- 218 A ceramic lamp that once held a djinn
- 219 A metal can that has no opening but sounds as if it is filled with liquid, sand, or broken glass
- 220 A pouch of black sand that radiates warmth
- 221 A glass jar containing lard with a label that reads, "Griffon Grease"
- 222 An inkwell that nauseates anyone staring into it
- 223 A lock that opens when blood is dripped in its keyhole
- 224 A tiny brass cube, always cold as ice, useful for chilling drinks
- 225 A birdcage into which small birds fly if the door is opened, but the birds never eat nor leave
- 226 A nightcap that gives pleasant dreams when worn

Roll Trinket

- 227 A one-of-a-kind crystal goblet
- 228 An ivory ring that makes you invisible to sheep
- 229 A pocket watch that runs backward for an hour every midnight
- 230 An iron coin that makes you feel slightly happy when you squeeze it tightly
- 231 A wineskin that refills when interred with a dead person for a night
- 232 A complex hourglass that counts down various times: 1 minute, 1 hour, 8 hours, and 1 day
- 233 A spyglass that always shows the world suffering a terrible storm
- 234 A history book written in a long-lost language
- 235 A lantern with a black candle that never runs out and that burns with green flame
- 236 A golden walnut
- 237 A little black book that records your dreams, and yours alone, when you sleep
- 238 A bouquet of funerary flowers that always looks and smells fresh
- 239 A Porcelain doll's head, its eyes always seem to be looking at you
- 240 A ring that gives the wearer fresh breath
- 241 A broken pendent carved as a fantastic beast; it is always cold to the touch
- 242 A 2-inch gold wire coiled around a finger bone
- 243 A tiny spool of black thread that never runs out
- 244 A 1-ounce bottle of gold-colored ink
- 245 A pocket-sized picture of a landscape showing tomorrow's weather; it is correct half the time
- 246 A pouch containing fancy scented soap bars
- 247 A tiny clockwork figurine of a dancer that's missing a gear and doesn't work
- 248 The laces from a corset or similar type of clothing
- 249 An itchy bedroll that keeps the user warm while sleeping, even in the coldest weather
- 250 A small, locked box that hums a lovely melody at night; you forget the song in the morning
- 251 An immortal candle, one that can be used repeatedly but never burns down
- 252 A set of silverware used by a king for his last meal

TRINKETS, HIGH FANTASY (PART 7)

Roll Trinket

- 253 A jar containing a tiny frog that, if removed, reappears in the jar within a week
- 254 A vial of black liquid labeled "unholy water"
- 255 A tiny glass jar with an unidentifiable brown lump of dried material stuck to the bottom. The label reads "demon heart."
- 256 A vial of perfume, the scent of which only certain creatures can detect
- 257 A silver teardrop earring made from a real tear
- 258 A needle that never bends
- 259 An ink pen with an internal ink well that never runs out. The pen is engraved with a name in an unknown language.
- 260 A ledger that changes each time it is read
- 261 A wooden box that holds a living worm with a head on each end of its body
- 262 A bit of folded cloth that, when unfolded, turns into a stylish cap
- 263 A glove with a prosthetic finger that closes when the other fingers close
- 264 A sheet of parchment upon which is drawn a complex mechanical contraption
- 265 A tiny padlock that opens when the right sequence of numbered dials is displayed
- 266 A brass ring that never tarnishes
- 267 A child apprentice's spellbook containing incomplete notes about cantrips
- 268 An electrum top that, when dipped in ink, draws beautiful patterns as it spins
- 269 A cog or gear from an intricate machine
- 270 A pipe that blows bubbles
- 271 A clockwork bumblebee that buzzes and flops about when wound and released
- 272 A walking cane with an iron ferule that strikes sparks on stone
- 273 Several scales from a suit of armor that look iridescent, like mother of pearl
- 274 A tin of exceptionally bright boot polish
- 275 A jack-in-the-box that weeps salty tears when it opens
- 276 A music box that plays by itself whenever someone holding it dances

Roll Trinket

- 277 A hooded lantern with an internal sparker that can light its oil without an outside fire source
- 278 An unusually heavy hangman's noose
- 279 A 10-foot string that can be strung across empty air; the string will hover as placed until pulled down by even a slight weight
- 280 A small idol of a nightmarish creature that gives you unsettling dreams when you sleep near it
- 281 A bronze laurel that gleams even in the weak light
- 282 An enormous scale, perhaps from a giant lizard
- 283 A tiny wooden sphere that, when dropped on the ground, wakes every sleeping creature within 20 feet
- 284 A glass orb filled with moving smoke
- 285 A satchel that preserves contained food, keeping it fresh for up to three weeks
- 286 A tiny tinker-built music box that plays a song you dimly remember from your childhood
- 287 A packet of purple dust that that instantly dries small objects it is sprinkled over
- 288 A shard of obsidian that always feels warm to the touch
- 289 A chain with links made of different non-precious metals and alloys
- 290 A small, weightless stone block
- 291 An invitation to a séance for an unknown future date; only the dead may attend
- 292 An ovoid lodestone wrapped in metal wire that makes sparks when wet
- 293 A hand puppet with articulating facial features
- 294 A mechanical canary inside a tinker's lamp
- 295 A jar of spices that make consumers of affected food feel nauseous two hours later
- 296 A tiny mechanical crab or spider that moves about when it's not being observed
- 297 A pair of spectacles once owned by a woman who was killed by a lightning strike
- 298 A glove that hums softly while worn outdoors
- 299 A ring that feels warm while potions are active on the wearer
- 300 A glass orb filled with water, in which swims a clockwork goldfish



Chapter 4

CHAPTER 4: CRAFTED COMPOUNDS

A VIAL OF LIQUID IS A COMMON FEATURE OF AN adventurer's gear set. The concoction within may provide a useful benefit, or it may be a potent, dangerous substance intended to poison anyone who comes in contact with it.

Called *compounds*, these substances are created by mixing the materials found in nature, substances derived from animals, plants, and minerals.

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

QUASI-MAGICAL BREWS

Some compounds mix naturally occurring ingredients in a way that creates magical reactions. The byproducts of alchemical brews and herbal brews are quasi-magical in nature. This begs the question of how "crafted compounds" fit into the rules for magic and mundane items.

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

MAGIC AURA

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

VARIANT: SCHOOLS OF MAGIC

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

For example, the antitoxin and the *potion of healing* are both products of an herbalism kit, the latter of which is a magic item according to the core rules. The DM might therefore decide that the *potion of healing* has an aura, but the antitoxin does not, or vice versa. Whatever the approach, the DM should try to be consistent so that auras make sense in the campaign.

CREATION

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



VARIANT: FORMULAS

The Dungeon Master may decide that unusual compounds require specialized knowledge to create. Prerequisite formulas may need to be discovered before creating anything but the most common of items—anything except those compounds marked with an asterisk (*) on the tables in this chapter.

Formulas for making magic items (or quasi-magic items) are described in the *Dungeon Master's Guide* and further illuminated in Wraith Wright's *Enhanced Magic Item Management Manual*.

OTHER RULES

Encountering a compound may raise the question of how to identify or make use of it.

IDENTIFICATION

Whether mundane or quasi-magical, compounds may be identified in the same manner as potions, their functions revealed by their flavor, scent, color, viscosity, and other physical characteristics.

VARIANT: IDENTIFICATION WITH TOOLS

If your campaign uses the More Difficult Identification rule, this option can bridge the identification gap between magic and quasi-magic items.

This option allows that the function of a quasi-magic item doesn't require an *identify* spell to recognize if the examiner is proficient with the tools used to create the compound. Assessing the compound during a short rest reveals the item's properties at the rest's conclusion. If the compound was not one made using artisan's tools with which the character is proficient, the effort is wasted.

A stricter version requires both proficiency and knowledge of the formula that created the item.

CONTAINERS

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

ALCHEMICAL BREWS

The substances in this category are crafted with alchemist's supplies.

DESCRIPTIONS

Alchemical brews each have their own specific rules.

Acid. *This corrosive liquid can burn through flesh and inanimate materials alike.*

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

Alchemical Glue. *This adhesive is contained in two separate chambers of a split vial. When the cap is removed, both liquids pour out and mix into a fast-drying epoxy that creates a nearly unbreakable bond between objects it glues together.*

One ounce of the glue can cover a 1-foot square surface. It takes 1 minute to set, after which time, breaking the bond requires a DC 20 Strength check.

Alchemical Silver. *This is a viscous oil that glitters like liquid silver.*

You can use an action to apply this to a weapon or up to 3 pieces of ammunition. This application makes the weapon effective against monsters that have immunity or resistance to non-silver weapons. The application to ammunition lasts for 1 minute, after which the oil dries out and the applied compound crumbles away to dust. Applied to a melee weapon, the application is used up at the third successful strike, or after 1 minute, whichever occurs first.

Alchemical silver will not work when combined with other alchemical substances; only one alchemical effect can apply to the same weapon at the same time.

Alchemist's Fire. *This sticky, adhesive fluid ignites when exposed to air.*

As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Alchemical Solvent. *This thin, clear liquid can dissolve almost any mundane adhesive.*

COMPOUNDS: ALCHEMICAL BREWS

Item	Cost	Weight
Acid (vial)*	25 gp	1 lb.
Alchemical glue (vial)	20 gp	—
Alchemical silver (vial)	10 gp	—
Alchemical solvent (vial)	40 gp	—
Alchemist's fire (flask)*	50 gp	1 lb.
Bladefire (vial)	50 gp	—
Blastpatch (flask)	3 gp	1 lb.
Blend cream (vial)	30 gp	—
Catstink (flask)	6 gp	1 lb.
Clearwater solution (vial)	4 gp	—
Defoliant (flask)	25 gp	1 lb.
<i>Eggshell grenade</i>		
Dust	10 gp	—
Flash	15 gp	—
Pepper	15 gp	—
Smoke	25 gp	—
Embalming cream (flask)	6 gp	1 lb.
Fireworks*	5 gp	1/2 lb.
Flash powder (paper packet)*	8 gp	—
Flash pellet*	50 gp	—
Flash rocket*	40 gp	1 lb.
Ghoststrike oil (vial)	50 gp	—
Ink, dark (1-ounce bottle)	50 gp	—

Item	Cost	Weight
Ink, glowing (1-ounce bottle)	30 gp	—
Instant rope (flask)	25 gp	1 lb.
Lockgrip grease (vial)	10 gp	—
Longbreath (vial)	15 gp	—
Mirage powder (vial)	20 gp	—
Moonrod	1 gp	1 lb.
Motelight (vial)	20 gp	1 lb.
Oil, slow burning (flask)	1 gp	1 lb.
<i>Potion of climbing</i> (small flask)	25 gp	1/2 lb.
Salve of slipperiness (flask)	15 gp	1 lb.
Smokestick	1 gp	—
Stonebreaker acid (vial)	20 gp	—
Sunrod	4 gp	1 lb.
Tanglefoot bag	50 gp	1 lb.
Tangler grenade	95 gp	1 lb.
Thermal grease (flask)	12 gp	1 lb.
Thunderstone	10 gp	—
Tindertwig	1 gp	—
Torch, alchemical	2 gp	1 lb.
Tracking dust (vial)	15 gp	—
Whistling box*	2 gp	1 lb.
Vicious bleeder (vial)	35 gp	—

One dose of the solvent can cover a 1-foot square surface. It instantly dissolves alchemical glue, tanglefoot bags, tangler grenades, and similar alchemical substances. At the DM's discretion, the solvent can provide bonuses to escape the sticky excretions of certain monsters; for example, its application might give someone advantage on the attempt to escape a cave fisher's filament.

Bladefire. *This oil is black like charcoal and feels dry to the touch, though it applies like any other viscous oil.*

It takes one action to apply this to the striking portion of a weapon. At the start of your following turn, the oil bursts into flame. For one minute, attacks with the weapon deal an additional 1d4 fire damage. This does no damage to a weapon that has a metal striking surface, but a nonmagical weapon with a wooden striking surface, like a club or quarterstaff, is destroyed at the end of the minute. Alternately, the oil may be applied to any Tiny object, the flames causing

damage once per round to everyone who contacts it. The DM decides what effect, if any, the oil has on a non-weapon object.

Bladefire will not work when combined with other alchemical substances; only one alchemical effect can apply to the same weapon at the same time.

Blastpatch. *These granular blue crystals pack a powerful punch.*

The crystals can be spread on the ground in a 5-foot square patch. Any creature that moves through the area grinds crystals together causing a series of small but bright ignitions. While this isn't enough to be blinding, the light is visible for quite some distance in the dark. It also inflicts 1 point of fire damage on the creature that ignites it. Once an affected patch has triggered three times, there are insufficient crystals remaining for any effect.

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

The cream requires one action to apply to a Small or Medium creature. For the next 10 minutes, the creature has advantage on Stealth-related ability checks; the cream shifts color to blend with its surroundings.

Catstink. *This foul-smelling brew is used to distract watchdogs, tracking hounds, wolves, and other canines.*

A flask of catstink can be deployed as an action, covering a square area, 15 feet on each side. Any canine within 30 feet of the affected area is drawn to investigate it. Controlling a hound within 30 feet of the affected area requires a Wisdom (Animal Handling) check, made with disadvantage, against a DC of 12. Each failure of the check means a minute wasted trying to control the animal before another check can be made. This substance has no effect on non-canine creatures.

Clearwater Solution. *These tiny, clear crystals come in a glass vial.*

A dose dissolves in a container of up to 10 gallons of liquid. After 1 minute, the solution removes any mundane poison or disease that taints the liquid. This has no effect on liquids that are themselves pure poisons, or on creatures that have already been affected by a poison or disease. If dissolved into a container holding more than 10 gallons, the substance has no effect.

Defoliant. *Defoliant is a caustic yellow-orange liquid that slightly irritates the skin or eyes of a living creature. It can bring ruin to plant matter it touches.*

A dose of this liquid, if splashed out of a flask, can ruin light vegetation and undergrowth (and scar trees) in up to 4 patches, each about five feet square. The light vegetation shrivels and dies within 1 hour, leaving the area barren.

Alternately, as an action, you can splash a full dose of the liquid onto a creature within 5 feet of you or throw it up to 20 feet, shattering the clay flask on impact. In either case, make a ranged attack against a target creature, treating the substance as an improvised weapon. If a struck target is a plant creature, it takes 2d6 acid damage. Other creature types are unharmed.

Eggshell Grenades (all). *Eggshell grenades are delicate alchemical devices that react dramatically*

when introduced to fire or an enemy's face. They are a favorite tool of rogues, often used to create distractions.

As an action, you can throw an eggshell grenade up to 20 feet, shattering it on impact. This requires a ranged attack, treating the grenade as an improvised weapon.

Eggshell Grenade, Dust. This grenade, when it hits the eyes of its target, causes blindness until the end of your next turn. Because the grenade must be targeted so precisely, you have disadvantage on the attack roll.

Eggshell Grenade, Flash. This grenade, when thrown into a fire, explodes in a brilliant flash of light. Any creatures with eyes that have an unobstructed view of the fire and are within 15 feet of it must succeed on a DC 10 Constitution save or be blinded until the end of your next turn. There is no effect if the grenade attack misses the fire.

Eggshell Grenade, Pepper. This grenade, when it strikes the face (or near the sensory organs of a creature),



bursts into a cloud of noxious, stinging chemicals. Because the grenade must be targeted so precisely, you have disadvantage on the attack roll. If you hit, the target must succeed on a DC 10 Constitution saving throw or be incapacitated. If a target fails its saving throw, the effect lasts for three rounds, but the target can attempt to end the effect early. At the end of each of its turns, the affected creature can attempt another saving throw. A successful saving throw ends the effect immediately.

Eggshell Grenade, Smoke. This grenade, when thrown into a fire, emits a billowing, toxic cloud in a 10-foot-radius. The area is heavily obscured until the end of your next turn. Until the cloud dissipates, creatures that enter the area (or begin their turn within the area) must make a DC 10 Constitution save or suffer 1d4 poison damage from inhaling the smoke. There is no effect if the grenade attack misses the fire.

Embalming Cream. This thick, blue cream is used to prevent the dead from rotting.

The content of this flask, when spread over the skin of a dead humanoid of Medium or smaller size, prevents decay for 10 days. It takes 2 minutes to apply this cream to a creature. Thereafter, time spent under the effect does not count against the time limit for spells such as *raise dead*.

Fireworks. Fireworks are small packets of explosive powder and other alchemical ingredients, fitted with short fuses.

Lighting fireworks creates a series of pyrotechnic flashes and bangs that are audible up to 300 feet away. Lit fireworks persist for 2d4 rounds.

Flash Powder. This highly flammable powder is coarse and comes in gray, white, or black.

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

Flash Pellet. This small clay sphere is designed to explode in a flash of light when thrown against a hard surface.

As an action, you can throw the sphere up to 60 feet, shattering it on impact. A creature with eyes that is within 10 feet, and that has an unobstructed view of

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

Flash Rocket. This cylinder contains a large firework designed to fire out one end. The device can be held by hand or propped in place when used.

One round after lighting this device, a chemical reaction propels a missile from its containing tube. The rocket shoots forward up to 100 feet, where it bursts in a brilliant flare accompanied by a bang audible within 300 feet. Flash rockets are typically fired into the air to create a signal visible at a great distance. Each is manufactured to flare with a specific color for this purpose.

A rocket can instead be used as an improvised weapon with a range of 100 feet. If you make a ranged attack with a rocket and hit, it deals 1d4 fire damage and may ignite flammable substances.

A “repeating” version of this device is available for the same cost. It fires 1 missile each round for 1d4 + 2 rounds, but with a range of only 30 feet.

Ghoststrike Oil. This milky-white oil exudes a faint, ghostly mist.

A weapon can be coated with this oil using an action. For one minute thereafter, the weapon’s strikes are not inhibited by the incorporeal nature of undead such as ghosts, shadows, specters, and wraiths. For the duration, the treated weapon ignores any resistance or immunity such creatures have against weapon attacks.

Ghoststrike oil will not work when combined with other alchemical substances; only one alchemical effect can apply to a weapon at the same time.

Ink, Dark. This gray ink dries clear and is imperceptible to creatures using normal sight.

The ink is only readable by someone with darkvision. Dark ink can be created in “rare” form, the type used when transcribing spells into a spellbook, at a cost of 150 gp per one-ounce bottle. (See rare ink.)

Ink, Glowing. The ingredients for this special luminescent ink are usually derived from subterranean plants and fungi.

Writing made with this ink glows ever so slightly, not enough to detect under light, but enough to allow the text to be read in darkness. Glowing ink can be created in “rare” form, the type used when

transcribing spells into a spellbook, at a cost of 130 gp per one-ounce bottle. (See rare ink.)

Instant Rope. *This gray substance is stored in a squeezable bladder about the size of a flask. Its contents are drained out through a special nozzle that shapes the material as it is exposed to air.*

It takes one action to open this flask and draw out the liquid contents. As the substance exits the flask, it dries into a thin rope, about 100 feet in length. The substance has the same characteristics as a silk rope. It dries out and becomes unusably stiff after 30 minutes, then begins a quick process of crumbling into dust.

Lockgrip Grease. *This tacky white grease is applied to improve the user's grip.*

It takes an action or bonus action to apply the grease to one or both hands. For the next minute, the substance applies disadvantage to any attempt to disarm you of something you are holding with the treated hand or hands. You require an extra action, beyond the normal effort required, to put down any object held with a treated hand during this period.

Longbreath. *Longbreath is a sweet-tasting amber liquid that increases your lungs' efficiency.*

For 10 minutes following consumption of this liquid, you can hold your breath for twice as long as normal. Even when out of breath, double the number of rounds you can survive while suffocating. (See Suffocating in the *Player's Handbook*.)

Mirage Powder. *The dust in this vial glitters with an intense array of colors.*

The dust can be tossed into the air, filling a cubic area adjacent to you, 5 feet long on each side. For the next round, any image in the area that was created by an illusion spell or effect will glitter as the dust clings to it. Observers get advantage on any saving throw or ability check to pierce affected visual illusions during this period.

Moonrod. *This one-foot-long rod has a chemical reservoir at one end, capped by a small silvery bulb.*

The rod is activated by using an action to strike it against a hard surface. For eight hours thereafter, the bulb glows with a cool light. It provides dim light in a 20-foot radius for the duration.

Motelight. *This glass vial contains motes of glowing light. It is often worn on a necklace to provide light to the wearer.*

An uncovered motelight sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The lights are extinguished permanently if the vial is ever opened or broken.

Oil, Slow Burning. *This potent oil looks perfectly mundane, giving no clue as to its special properties until used.*

Made by rare processes of alchemical refinement, slow-burning oil burns five times as

long as normal oil, providing long-lasting fuel for lanterns and other devices. A target doused in slow-burning oil stays doused for 5 minutes before drying out, instead of 1. If poured on the ground and lit, the covered area burns for 10 rounds instead of 2.

Potion of Climbing. *This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.*

Drinking this potion gives you a climbing speed equal to your walking speed for 1 hour. It also gives you advantage on Strength (Athletics) checks you make to climb during that period.

Salve of Slipperiness. *This pitch-black oil makes it easier for someone to escape from restraints.*

One dose covers enough of a Medium or Small creature to give advantage for the next hour on any Dexterity checks to escape from a grapple, a set of manacles, or other restraints.

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

This item creates a 5-foot radius sphere of smoke that spreads around corners and heavily obscures the area. It lasts for 1 minute. A wind of moderate or



greater speed (at least 10 miles per hour) disperses the smoke until the wind stops. Extinguishing the flaming stick ends the effect prematurely. Smokesticks can be manufactured to emit smoke of specific colors, useful for signaling.

Stonebreaker Acid. *This fizzy, white liquid is stored in a flask made of hardened animal skin.*

As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the item as an improvised weapon. On a hit, a viable target takes 4d6 acid damage; the substance affects only inanimate stone, stone golems, or earth elementals. Other objects and creatures are unharmed.

Sunrod. *This one-foot-long rod has a chemical reservoir at one end, capped by a small gold-hued bulb.*

The rod is activated by using an action to strike it against a hard surface. For eight hours thereafter, the bulb shines with a strong, warm light. It provides bright light in a 45-foot radius and dim light for an additional 45 feet.

Tanglefoot Bag. *This delicately wrapped satchel contains a mass of sticky alchemical foam.*

As an action, you can pull the bag's activation cord and throw the device at a target up to 20 feet away. If you miss, the device is wasted. On a hit, the alchemical substance bursts out, engulfing the foe with a sticky, fast-hardening foam. A Large or smaller creature hit by a bag is restrained until freed or until the webbing dissolves in ten minutes. A creature can also use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success.

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

As an action, you can throw the grenade at a point up to 60 feet away. Each Medium or smaller creature within 10 feet of that point must succeed on a DC 12 Dexterity saving throw or be restrained by the webbing. As an action, a creature can try to free itself or another creature within its reach. This requires a successful DC 10 Strength check. A gallon of alcohol dissolves the webbing of a single grenade. Alternately, the webs dissolve on their own after 1 hour.

Thermal Grease. *This white grease turns clear when applied to a creature.*

It takes 1 minute to apply the grease to a Small or Medium creature. For the next 24 hours, the affected creature reduces by 1 the damage from any source of fire damage or cold damage. At the Dungeon Master's discretion, the creature can also operate comfortably in cold natural climates as though wearing cold weather clothes, or similarly hot climates as though standing in a shaded and well-ventilated area.

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

As an action, you can throw the stone up to 60 feet. Make a ranged attack against a creature or object, treating the thunderstone as an improvised weapon.

The shock of impact causes the substances in this hardened alchemical lump to react violently, generating a deafening boom. Any creature hit by the ranged attack must make a DC 12 Constitution saving throw or be deafened for 1 minute. If the saving throw fails by 5 or more, the creature is also stunned while deafened in this way. A creature can repeat the saving throw at the

end of each of its turns, ending the effect on itself on a success. The sound of a thunderstone is audible to a distance of 300 feet.

Tindertwig. *A tindertwig is simply a hardened paste on the end of a tiny stick. It ignites when scraped against a rough surface.*

A tindertwig stays lit for 2 rounds, shedding dim light in a 5-foot radius. It is typically used for lighting things on fire. Lighting a torch, lamp, or lantern with a tindertwig requires only a bonus action. It is more reliable than a tinderbox for lighting substances in the presence of wind or rain.

Torch, Alchemical. *An alchemical torch looks like any other torch until lit.*

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



Tracking Dust. *This red dust contains granules of varying size, some heavy like sand and others very fine.*

One dose of this dust can be spread over a zone of up to six contiguous 5-foot square patches and lasts for 1 hour. The red dust luminesces at the edges of even the subtlest impressions made on any surface. Anyone starting a tracking attempt on tracks that exist within the zone has advantage on that Wisdom (Survival) check. Alternately, in an area where tracking would be otherwise impossible, the tracker can attempt a check at DC 20, but can only follow such tracks within the established zone (unless they lead to another surface where tracking is normally possible).

Whistling Box. *This tiny box has a fuse that, when lit, can create a big distraction.*

One round after lighting the fuse, the chemicals within create a gas that expands violently, creating an ear-splitting, oscillating whistle as it exits the contraption's narrow holes. The sound persists for 1 minute and can easily be heard up to 500 feet away.

Vicious Bleeder. *This oil has the look and smell of slightly coagulated blood.*

It takes one action to apply this substance to the striking surface of a weapon. If the weapon inflicts piercing or slashing damage, it gains the wounding weapon property for 1 minute. (See Wraith Wright's

Comprehensive Equipment Manual or Expanded Weapon Manual.)

Vicious bleeder will not work when combined with other alchemical substances; only one alchemical effect can apply to a weapon at the same time.

HERBAL BREWS

The following substances can be crafted with herbalism kits.

Some herbal brews simply duplicate the effects of raw, natural ingredients. However, when turned into concoctions with the crafting process, these herbs maintain their potency despite the passage of time.

DESCRIPTIONS

The following items have their own specific rules.

Alertness Draught. *This viscous, sweet drink is often consumed before standing watch to promote wakefulness and vigilance.*

For the next 2 hours, the drinker has advantage on Wisdom (Perception) checks and on any saving throws to resist falling asleep, even against magically induced sleep. If affected by the *sleep* spell, the user is counted as having twice as many hit points as its current total.

COMPOUNDS: HERBAL BREWS

Item	Cost	Weight
Alertness draught (vial)	2 gp	—
Aniseed (vial)	8 gp	—
Antidote kit*	150 gp	3 lb.
Antiparalytic (vial)	40 gp	—
Antipathogen (vial)	30 gp	—
Antitoxin (vial)*	50 gp	—
Beastbane	5 gp	1/2 lb.
Burn balm (large vial)	10 gp	1/2 lb.
Candle, focusing	10 gp	—
Candle, restful	2 gp	—
Clearbreath smoke (flask)	10 gp	1 lb.
Clearsense powder (vial)	5 gp	—
Healer's kit*	5 gp	3 lb.
Herbal poultice	6 sp	1/2 lb.
Insect repellent (gourd)	1 gp	1/2 lb.
Insect repellent (incense)	1 sp	—

Item	Cost	Weight
Meditative draught (vial)	15 gp	—
Menga leaves (vial) ^{ToA}	2 gp	—
Nature's draught (vial)	8 gp	—
Nightlight (vial) ^{OotA}	5 gp	—
Nilhogg's Nose (vial) ^{OotA}	1 gp	—
Ormu paint (jug) ^{OotA}	1 sp	4 lb.
Plague mask	5 gp	1 lb.
Potion of healing (large vial)*	50 gp	1/2 lb.
Rations, journeybread (1 day)	5 gp	1/8 lb.
Regenerative elixir (flask)	15 gp	1 lb.
Ryath root ^{ToA}	50 gp	1/2 lb.
Sinda berries (flask) ^{ToA}	5 gp	1 lb.
Tongue of Madness ^{OotA}	15 gp	—
Torchstalk ^{OotA}	12 gp	1 lb.
Wildroot (vial) ^{ToA}	125 gp	—
Wukka nut ^{ToA}	1 gp	1/2 lb.

Aniseed. *This vial contains hundreds of tiny granules soaked with intense-smelling distillations of herbs, including aniseed. The granules can be scattered across an area to foul tracking attempts that rely on scent.*

A vial of aniseed can be deployed as an action, covering a square area, 15 feet on each side. A creature with a heightened sense of smell must succeed on a DC 12 Constitution saving throw or lose the effective use of that sense for 10 minutes. What constitutes a heightened sense of smell is defined by the Dungeon Master; typically, this applies to any creature that has the *Keen Smell* or the *Keen Hearing and Smell* feature, or that has a similar trait that affects its sense of smell, or that can track or otherwise perceive its environs through smell.

Antidote Kit. *This satchel holds dozens of bottles containing antidotes and curatives for poison. These are meant to be used individually or mixed in combinations.*

This kit has ten uses. As an action, you can spend one use of the kit to treat one poison affecting a subject. If more than one poison affects the target, and you have not identified or differentiated the poisons, one poison is treated at random. Roll a Wisdom (Medicine) check against the saving throw DC of the poison. Success neutralizes that poison as though the poisoned creature had succeeded on a saving throw. Failure indicates that you cannot affect that poison with this antidote kit.

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

Drinking this vial gives you advantage on saving throws against paralysis effects (including poisons that might confer paralysis) for 1 hour. It confers no benefits to undead or constructs.

Antipathogen. *A chalky, foul-tasting tablet or dust that can be swallowed plain or mixed with food or drink.*

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

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

Consuming this substance gives you advantage on saving throws against poisons for 1 hour. It confers no benefits to undead or constructs.

Beastbane. *This paper package contains slow-burning herbs and other noxious substances designed to produce a haze of thin smoke.*

Igniting this package creates a persistent area of foul scent that lasts for one hour. Adventurers in the wild may ring their camps with these small fires to prevent animal or insect attacks. The fumes are particularly offensive to beasts, each of which must succeed on a DC 10 Constitution saving throw the first time they attempt to come within 20 feet of the burning substance. On a failed save, the beast cannot move into that radius. On a success, the beast is not affected by any beastbane for the rest of the day. A normal beast that fails the save will be completely deterred and probably leave the area, but one with an Intelligence of 4 or higher can try to enter the affected area on each of its successive turns, re-attempting the saving throw each time until successful. A wind of moderate or greater speed (at least 10 miles per hour) negates the effect until the wind stops. Extinguishing the flaming package ends the effect until it is relit.

Burn Balm. *This potion's blue liquid glimmers when agitated.*

By drinking this potion or applying it directly to a burn, you regain up to 10 hit points, but only hit points lost to fire damage within the last minute. This brew has no effect if you received any healing since the last time you suffered fire damage.

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

By meditating in the presence of this candle for no less than 5 minutes, you thereafter gain a +2 bonus to Intelligence ability checks so long as you remain within 10 feet of the burning candle. A focusing candle burns for 1 hour.

Candle, Restful. *A small, gray candle, entirely mundane in appearance.*

This candle aids healing during a short rest. Everyone resting within 10 feet of the candle who rolls Hit Dice for healing can treat any rolled 1s as 2s instead, so long as the candle is not extinguished prematurely. A restful candle burns for 1 hour, the entire length of the short rest.

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

For the next hour, this provides you with advantage on saving throws to resist smell-based effects like a troglodyte's stench. During this period, you automatically fail any ability checks that rely upon your sense of smell.

Clearsense Powder. *A white powder meant to be inhaled, providing clarity and vibrancy to the user's perceptions.*

When inhaled as an action, this powder gives you an immediate saving throw against any effect that inflicts blindness or deafness if that effect allows saving throws to end it. This is in addition to any periodic saving throws the effect already allows.

Healer's Kit. *This kit is a leather pouch containing bandages, salves, and splints.*

The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Herbal Poultice. *This packet of medicinal herbs is applied directly to a wound.*

An herbal poultice can be used as if it was a single charge of a healer's kit. Alternately, you can apply it to assist longer recovery; during a short rest, the affected creature heals 1 extra hit point per Hit Die when spending Hit Dice for healing. A poultice works for one application and cannot be reused.

Insect Repellant (Gourd or Incense). *This herbal concoction comes in two forms, an odorless salve applied to the skin or a block of incense burned as a fumigant.*

Either type repels normal insects for its stated duration but has no effect on giant insects or swarms of insects.

The salve comes with 20 applications and protects a single Medium or Small size creature for 24 hours. This version is waterproof and will not wash off short of a thorough scrubbing.

The block of incense burns for 8 hours when lit and affects a 20-foot radius for the duration.

Meditative Draught. *This oily liquid is consumed to aid with meditations.*

You gain advantage on concentration checks for 1 hour following the consumption of this liquid.

Menga Leaves. *The dried leaves of this bush can be ground, dissolved in liquid, heated, and ingested.*

You regain 1 lost hit point by ingesting a dose of menga leaves in the prescribed fashion. If you ingest more than 5 doses in a 24-hour period, you gain no additional benefit and must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 hour. You awaken if you take at least 5 points of damage on one turn.

Natural, unrefined menga leaves have the same effect if consumed within 24 hours of being plucked from the bush.

Nature's Draught. *Consuming this musky brew affects the imbiber's sweat glands, causing the creature's scent to be less offensive to animals, even calming to them.*

For 8 hours after drinking nature's draught, you have advantage on any Wisdom (Animal Handling) checks to interact with beasts.

Nightlight. *A dose of this dark liquid is typically prepared in a thick glass vial.*

The substance is activated by shaking it vigorously as an action or bonus action. Thereafter, the substance emits light for a period of one round, then goes out for a round, then emits

light for a round, continuing this

strobing pattern until it has emitted $1d6 + 2$ total rounds of light. The interval of light and darkness switches at the start of your turn each round. When lit, the nightlight produces bright light in a 30-foot radius and dim light for an additional 30 feet.

Nightlight is made from a tall, tubular bioluminescent mushroom of the same name that grows in the Underdark. A living nightlight emits bright light in a 15-foot radius and dim light for an additional 15 feet. If a living nightlight is touched, either by a creature or object, its light goes out until it is touched again.

Nillhog's Nose. *This small mushroom heightens the consumer's sense of smell.*



Consuming one dose grants you advantage on Wisdom (Perception) checks based on smell for 1d4 hours. During this period, you suffer disadvantage on saving throws against harmful effects based on smell, like a troglodyte's poisonous stench. The substance helps you identify and differentiate smells. It doesn't increase the power or range at which you can process scents so, for example, a human does not gain the ability to track by scent like a bloodhound.

One fresh Nillhog's nose mushroom has the same effect if used within 48 hours of being picked.

Ormu Paint. *This green phosphorescent paint is crafted from bioluminescent moss harvested in the Underdark.*

Ormu paint sheds dim light in a 5-foot radius for 24 hours after it is applied. This large jug holds one gallon of paint.

Plague Mask. *This mask covers the nose and mouth with a filtering layer of medicinal herbs. These provide a pleasant aroma to mask the miasmic stench of plague. A plague mask also covers the eyes with a set of clear glass lenses.*

A plague mask gives you advantage to all saving throws to resist diseases that are airborne or that enter your body through the mouth, nose, or eyes. It has no effect on diseases contracted through injuries or by contact with the skin.

Potion of Healing. *This potion's red liquid glimmers when agitated.*

By drinking this potion, you regain 2d4+2 hit points.

Rations, Journeybread. *These rations rely on the nutritional value of rare herbs to provide exceptional levels of sustenance relative to their weight.*

Despite their weight, each of these rations is the equivalent of 1 pound of food. Because journeybread is suitable to the digestive needs of all creatures—carnivores and herbivores alike—it can also be used as an expensive form of animal feed.

Regenerative Elixir. *This red liquid glimmers when agitated. It is often confused for a potion of healing.*

Once the elixir is consumed, any time you must roll a death saving throw within the following 24 hours, you

do so with advantage. You also treat a roll of 19 as if you had rolled a 20.

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

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

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

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

Consuming one dose gives you advantage on saving throws against poison and disease for the next 24 hours.

Fresh sinda berries, plucked from the bush less than 24 hours prior, have the same effect without any

preparation or treatment if at least 10 of the berries are consumed.

Tongue of Madness. *This concoction has a delightfully earthy scent and is designed to be administered orally.*

Drinking this requires you to make a DC 12 Constitution saving throw or compulsively speak aloud

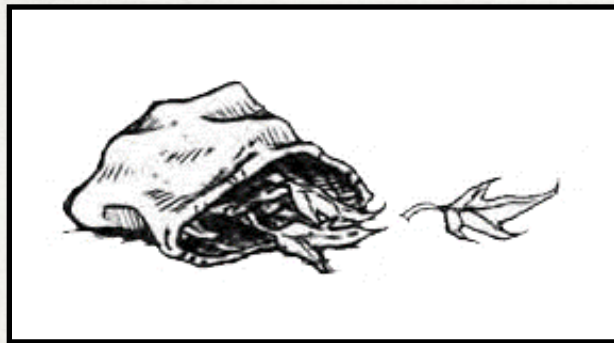
your every thought for the next hour. The effect can be ended with a *lesser restoration* spell or similar curative magic.

Unprocessed tongue of madness is an edible fungus that looks like a large human tongue. It has the same effect if used within 72 hours of being picked.

Torchstalk. *A torchstalk is a mass of thin fungal fronds, about the size of a torch, bound together around a flint striker.*

The device can be thrown as an improvised missile weapon, targeting a foe up to 20 feet away as an action. On impact, or if lit, the torchstalk bursts in a cloud of fiery spores. Creatures within 10 feet of the target (or the square where it lands in the case of a miss) take 1d6 fire damage.

Unprocessed torch stalks have a 1-in-6 chance to explode when lit. The head of an unexploding frond otherwise burns like a torch, lasting up to 24 hours.



Wildroot. *This pungent, curative liquid is made from the juices of a rare root.*

The liquid must be introduced to the subject's bloodstream, poured on an open wound or injected with a sharp device, a needle, or a weapon that inflicts piercing damage. Once administered, the creature is alleviated of the poisoned condition.

Wukka Nut. *This fist-sized nut rattles when shaken.*

Shaking the nut as an action or bonus action causes the shell to shed bright light in a 10-foot radius and dim light for an additional 10 feet. This light will fade after 1 minute, but the nut can be shaken again to reactivate it. If the shell is ever cracked, the special properties are lost.

Fresh wukka nuts have the same effect without any preparation or treatment if plucked from a wukka tree no more than 48 hours prior.

POISONS

Poisons affect the physiology of creatures. As tools, they are powerful and terrifying. Applied to weapons, poisons can make even a light cut into a deadly wound. Delivered clandestinely, they can kill effectively while allowing the killer to remain separate from the act in both time and distance.

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

About half these poisons are translations from the *Arms and Equipment Guide* published for the third edition of DUNGEONS & DRAGONS. For these, a new condition is described here in a sidebar.

A small portion of the poisons in this section are taken directly from the core rules. The *Player's Handbook* provides a single poison in its equipment chapter, but the *Dungeon Master's Guide* has over a dozen example poisons. Some of those examples are

creature toxins, their effects mirroring those of the creatures described in the *Monster Manual*.

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

ACQUIRING POISON

In game terms, poisons represent a potent value-added factor that can eclipse the damage of normal

weapons and unbalance the effectiveness of attacks in your game. As such, poisons should be treated carefully. DMs should not minimize the balancing factors that apply to acquiring poisons: the high material cost, the lengthy production time, the danger of harvesting from monsters, and the near-universal illegality of using, purchasing, or possessing poisons.

CRAFTING

Characters can craft the poisons presented on the first poison table (Crafted Toxins) but not the second table (Creature Toxins).

Crafted toxins are created with a poisoner's kit using various

biological and mineral ingredients. The DM may decide that certain poisons cannot be crafted with common ingredients, that the crafter must seek out (or randomly encounter) various ingredients in the wild.

HARVESTING

Creature toxins are the poisons or curative byproducts derived from monsters. These substances can only be acquired by harvesting with a poisoner's kit. A character can harvest poison from any creature that creates its own venom or toxin, or that has one of the curative properties noted in this chapter. The creature must be dead or somehow incapacitated at the time. A



living creature can only be harvested from once per day. A dead creature must have died within the last day to still have viable poison within it. Curative byproducts derived from creatures can normally only be harvested from dead creatures.

Harvesting requires a poisoner's kit and a DC 20 Intelligence check. A user proficient in Nature or with poisoner's kits adds its proficiency bonus to this roll. Failure means the creature had no usable poison remaining or the dose collected was spoiled in the attempt and is no longer effective. If the check fails by 5 or more, the creature doing the harvesting has accidentally subjected itself to the harvested poison, taking damage or requiring saving throws as normal. A successful check yields a single dose.

PURCHASING

The tables below give prices for single doses of poisons. Purchasing can be easier and faster than creating or harvesting but dealing in poisons is risky. The DM is the arbiter of which poisons are available, if any, and at what variation to the standard costs.

Poisons can be as difficult to market as magic items; the DM may use the guidelines for finding magic item buyers and sellers described in the *Expanded Wealth*

Manual. Attempting to buy or sell such illicit substances risks running afoul of the local authorities.

USING POISON

Poisons come in four types, each with its own uses and special functions.

INJURY

A creature cut by the blade or point of a weapon, trap component, or other sharp object coated with injury poison is exposed to its effects.

Applying a dose of injury poison to a weapon (or up to three pieces of ammunition) takes an action. Thereafter, if the weapon delivering the poison causes piercing or slashing damage, the poison is inflicted as well. Once applied to the weapon, the poison begins to lose potency, drying out after one minute.

CONTACT

A creature that touches contact poison with exposed skin suffers its effects. Contact poison is also affective if consumed or injected. As an action, contact poison can be applied to a single small object like a doorknob, a bed pillow, or the inside of a gauntlet. Once applied, the poison remains viable for 12 hours.

POISONED, LESSER (NEW CONDITION)

Normally, a poisoned creature has disadvantage on all attack rolls and ability checks, regardless of which abilities these rolls implicate. In contrast, this lesser poisoned condition affects fewer abilities, usually only one. Crafted poisons frequently apply this condition.

The lesser poisoned condition is noted by parenthetically listing one or more abilities after the condition. For example, a creature affected with the "poisoned (Strength)" condition has disadvantage on attack rolls and ability checks, but only the ones that utilize Strength. Likewise, a creature affected by the "poisoned (Intelligence, Charisma)" condition has disadvantage on attack rolls and ability checks based on Intelligence and Charisma.

Lesser poisoned conditions are in all other ways equivalent to the standard poisoned condition and can be resisted or removed in the same way.

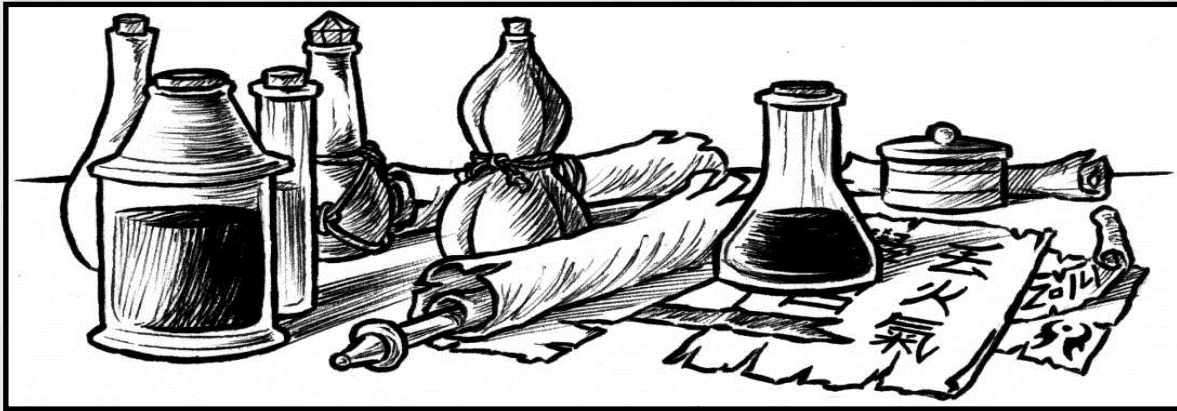
Variant: A DM not wanting to utilize this new condition can simply use the standard poisoned rules whenever something from this book would apply the lesser poisoned condition.

DM'S CORNER: POISONED WEAPONS

There is some ambiguity in the *Player's Handbook* about coating weapons with injury poison. The question is whether each of the melee weapon's strikes inflicts poison until the 1-minute duration concludes, or just the first strike within that period.

The plain language indicates that each strike of the coated weapon applies the poison. Nothing in the text says that a successful strike de-poisons a blade; the application "retains potency" until its duration is up. Second, a single dose can be applied to 3 pieces of ammunition. If every arrow hit, that result would triple the benefit for archers over melee fighters. Aside from fond memories of past editions, there is little support for the notion that the poison only works for the first successful attack.

As an alternative, a happy medium, the DM might allow that a weapon coated will remain toxic for up to 1 minute, or until the third successful hit with the weapon, whichever comes first. That puts more balance into the mechanics and puts melee weapons and ammunition on par with one another.



COMPOUNDS: CRAFTED TOXINS

Item	Cost	DC/Dice
Adlevine extract	100 gp	11/—
Alforna	30 gp	10/—
Anemis	45 gp	13/—
Asabi mist	180 gp	12/—
Assassin's blood ^{DMG}	150 gp	10/1d12
Banelar essence	110 gp	11/—
Basic poison ^{PHB}	100 gp	10/1d4
Black lotus extract	175 gp	12/2d4
Bloodroot	80 gp	12/—
Blue whinnis	90 gp	9/—
Brain dust	50 gp	12/—
Burnt other fumes ^{DMG}	500 gp	13/3d6
Cretel leaf residue	50 gp	14/—
Crippling vine	220 gp	13/—
Culum powder	110 gp	12/—
Dancing monkey fruit ^{ToA}	250 gp	14/—
Dark reaver powder	180 gp	13/1d8
Deathblade	125 gp	20/—
Dragon bile	900 gp	17/—
Drider poison ^{MM}	155 gp	—/1d8
Drow bullet ^{WDH}	245 gp	—/2d10
Drow poison ^{DMG}	200 gp	13/—
Essence of ether ^{DMG}	300 gp	15/—
Faralin	125 gp	14/—
Gray whinnis	400 gp	20/—
Greenblood oil	200 gp	11/—
Haluroot	150 gp	9/—
Horror weed extract	275 gp	12/1d4
Id moss	125 gp	11/—
Insanity smoke	305 gp	12/1d8
Lich dust	335 gp	11/—

Item	Cost	DC/Dice
Lockjaw	400 gp	12/—
Malice ^{DMG}	250 gp	15/—
Malyss root paste	310 gp	13/—
Mesmer paste	205 gp	12/—
Midnight tears ^{DMG}	1,500 gp	17/9d6
Nitharit	430 gp	13/—
Oil of taggit ^{DMG}	400 gp	13/—
Pale tincture ^{DMG}	345 gp	16/1d6
Raeliss smoke	360 gp	15/—
Redek vine extract	60 gp	13/—
Retch	300 gp	15/—
Rill leaf	210 gp	14/—
Roshon vapor	1,375 gp	11/—
Sassone leaf residue	75 gp	9/—
Scorcher fumes	250 gp	11/—
Shadow essence	45 gp	11/—
Shreef oil	180 gp	12/—
Sleeping weed	215 gp	13/—
Striped toadstool	175 gp	11/—
Svirfneblin poison ^{MM}	100 gp	12/—
Terinav root	175 gp	13/—
Thever fumes	200 gp	14/—
Thever paste	150 gp	12/—
Timmask ^{OotA}	375 gp	14/—
Torpor ^{DMG}	600 gp	15/—
Truth serum ^{DMG}	150 gp	11/—
Ungol dust	75 gp	12/—
Vapid leaf extract	150 gp	13/—
Verminous antidote	15 gp	—
Wraith sheen	250 gp	14/—
Zabou ^{ToA}	150 gp	10/—

INHALED

These are powders or gases that take effect when they are inhaled or when they otherwise encounter living creatures. Holding one's breath is ineffective against inhaled poisons because they also penetrate nasal membranes, tear ducts, and other parts of the body; unless otherwise noted, inhaled poisons will even affect creatures that do not breathe.

An inhaled dust or gas poison is typically contained in a glass vial. As an action, you can throw the vial up to 20 feet, shattering it on impact and filling a 5-foot cube. Make a ranged attack against a creature, object, or point of origin, treating the vial as an improvised weapon. On a hit, a 5-foot cube of space around the target is filled with gas. On a miss, the DM determines where the vial lands and whether it shatters to release its contents. Alternately, if you pour a dose of an inhaled dust poison onto the palm of your hand, you can use an action to blow it into an adjacent space, filling a 5-foot cube.

Normally, the small cloud of gas or particles persists in the affected area for 1 round before it dissipates. A creature in the space when the poison is placed, or one that enters the area on its turn, is subjected to the poison. A wind of moderate or greater speed (at least 10 miles per hour) disperses the poison immediately.

INGESTED

A creature swallowing an ingested poison, or consuming food or drink laced with an ingested poison, suffers its effects.

As an action, an ingested poison can be added to a single serving of food or an individual drink container. Once applied, the food or drink remains poisoned for 24 hours before the poison degrades and is useless.

DESCRIPTIONS

Each dose comes in a vial. Some such vials are glass, intended for shattering when thrown. A single dose in its vial has no appreciable weight.

Adlevine Extract (Ingested). A creature subjected to this poison must make a DC 11 Constitution saving throw or be poisoned (Wisdom) for 8 hours. While "poisoned" this way, the creature gains 4 points of Constitution, to a maximum rating of 20. A creature can repeat the saving throw at the end of each hour, ending the effect early on itself on a success.

Alforna (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or

VARIANT: VISCIDS

At the Dungeon Master's discretion, poisons can be acquired as "viscids." These long-lasting poisons persist until used. This option facilitates certain important gaming tropes. Without it, the poison on the spike traps in that ancient tombs will have expired long before the player characters get to it!

A viscid poison's value twice the standard value listed on the table in this section. A dose of creature-derived poison can be turned into a viscid as a crafting downtime activity using a poisoner's kit. This requires no additional costs or materials, but it takes a number of downtime days equal to one-fifth of the poison's standard gold piece value.

A viscid injury poison does not dry out when exposed to air; it lasts until the coated sharp object delivers a wound or is otherwise wiped clean. Likewise, a viscid contact poison or ingested poison does not expire as normal; it lasts until the affected surface contacts a single creature or until the food is consumed.

Inhaled poisons are, by their nature, thin, light substances. They are not available as viscids.

be poisoned (Strength) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Anemis (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Strength) for 10 minutes. At the start of each of its turns, while the condition persists, the victim suffers 1 poison damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Asabi Mist (Inhaled). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. The creature can attempt another saving throw at the end of each minute, ending the effect on itself with a success.

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

COMPOUNDS: CREATURE TOXINS

Item	Cost	DC/Dice
Assassin vine	305 gp	—/6d6
Basilisk oil	100 gp	—
Bone devil's sting	120 gp	14/—
Bone naga venom	220 gp	—/3d6
Carrion crawler mucus	140 gp	13/—
Catoblepas musk ^{VGM}	225 gp	16/—
Choldrith poison ^{VGM}	220 gp	—/3d6
Chuul saliva	140 gp	13/—
Couatl venom	275 gp	13/—
Death dog saliva	125 gp	12/1d10
Dretch wretch	225 gp	11/—
Erinyes poison	370 gp	14/3d8
Ettercap venom	60 gp	11/—
Flumph stench	1,000 gp	—/—
Fungi gas spore	170 gp	15/3d6
Gnoll spittle	110 gp	12/2d6
<i>Green dragon breath</i>		
Adult	2,600 gp	18/16d6
Ancient	5,200 gp	22/22d6
Young	605 gp	14/12d6
Wyrmling	210 gp	11/6d6
Grell venom	100 gp	11/—
Grung sweat ^{VGM}	50 gp	12/—
Guardian naga venom	600 gp	—/10d8
Homunculus saliva	400 gp	10/—
Imp sting	115 gp	11/3d6
Iron golem fumes	1,350 gp	19/10d8
Kamadan's snakes ^{ToA}	155 gp	12/6d6
Medusa venom	235 gp	—/4d6
<i>Myconid spore</i>		
Hallucinogenic ^{OotA}	300 gp	12/—
Euphoric ^{OotA}	225 gp	12/—
Neogi venom ^{VGM}	170 gp	12/4d6
Neogi venom, hatchling ^{VGM}	145 gp	10/2d6
Pit fiend venom	1,280 gp	21/6d6
Pseudodragon sting	400 gp	11/—

Item	Cost	DC/Dice
Purple wormling poison ^{SKT}	155 gp	13/3d6
Purple worm poison ^{DMG}	2,000 gp	19/12d6
Quasit crud	155 gp	10/2d4
Sea spawn quills ^{VGM}	155 gp	12/1d6
Shoosuva poison ^{VGM}	125 gp	14/—
Spirit naga venom	770 gp	—/7d8
Sprite spit	400 gp	10/—
Stench kow breath ^{VGM}	250 gp	12/—
Thri-kreen venom	150 gp	11/—
Tlincalli sting ^{VGM}	745 gp	14/4d6
Tressym tongue ^{SKT}	55 gp	—/—
Tri-Flower ^{ToA}	375 gp	11/—
Troglodyte stench	300 gp	12/—
Unicorn horn	110 gp	—/—
Vegepygmy chief spores ^{VGM}	450 gp	12/2d8
<i>Verminous Venom</i>		
Flying snake	115 gp	—/3d4
Giant centipede	145 gp	11/3d6
Giant scorpion	190 gp	12/4d10
Giant spider	130 gp	11/2d8
Giant wasp	140 gp	11/3d6
Giant wolf spider	130 gp	11/2d6
Phase spider	165 gp	11/4d8
Poisonous snake	105 gp	10/2d4
Scorpion	105 gp	9/1d8
Serpent ^{DMG}	200 gp	11/3d6
Spider	95 gp	9/1d4
Vrock spores	295 gp	14/1d10
Wyvern poison ^{DMG, MM}	1,200 gp	15/7d6
Yahcha beetle ^{ToA}	1 gp	—
Yochlol mist	75 gp	14/—
<i>Yuan-ti venom</i>		
Abomination	145 gp	—/3d6
Anathema ^{VGM}	165 gp	—/4d6
Common	115 gp	—/2d6

Assassin Vine (Injury). A creature subjected to this poison suffers 21 (6d6) poison damage.

Banelar Essence (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. A creature

that fails its saving throw by 5 or more is also unconscious while poisoned this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Basic Poison (Injected). A creature subjected to this poison must make a DC 10 Constitution saving throw or take 2 (1d4) poison damage. Although costly, this mild toxin is made of mundane substances. It is easy to acquire and legal to own.

Basilisk Oil. This substance is a curative creature component. The gullet fluids of a basilisk, properly collected and preserved, provide a natural reversal for petrification. The gullet of a single adult basilisk contains 1d4 doses, but a separate check is required to harvest each dose without spoiling it. A single dose, applied to a petrified creature of Large or smaller size, allows it to make another saving throw to resist (in this case, to reverse) the petrification. Multiple doses can allow multiple additional saving throws. It takes one minute to apply a dose to a single creature. This has no effect if a vital part of the creature, such as its head, has been detached.

Black Lotus Extract (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 3 minutes. While the condition persists, the victim suffers disadvantage on saving throws based on Wisdom. At the start of each of its turns, while the condition persists, the victim suffers 5 (2d4) poison damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Bloodroot (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blue Whinnis (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned for 1 minute. A creature poisoned this way has the unconscious condition while the poisoned condition persists. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success.

Bone Devil's Sting (Injury). A creature subjected to this poison takes 17 (5d6) poison damage and must make a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Naga Venom (Injury). A creature subjected to this poison takes 10 (3d6) poison damage.

Brain Dust (Inhaled). A creature subjected to this toxin is automatically poisoned (Wisdom) for 1 minute and is "confused" while poisoned. The poisoned creature must make a DC 12 Constitution saving throw at the start of each of its turns. If successful, the effect on the creature ends. Otherwise, roll a d20 for the "confused" effect. On a 1-2, the creature loses its action for the turn and uses all its movement to move in a random direction. (To determine the direction, roll a d8 after assigning a direction to each die face.) On a 3-14, the creature doesn't move or take actions that turn. On a 15-20, the creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no target within its reach, the poisoned creature does nothing during that turn.

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

Carriion Crawler Mucus (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Catoblepas Musk (Inhaled). This is a far-reaching inhalant; a creature is also subjected to this poison if it comes within 10 feet of the poison's primary 5-foot area or starts its turn within 10 feet of that primary area. An affected creature must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the stench of this poison and the stench of any catoblepas for 1 hour.

Choldrith Poison (Injury). A creature subjected to this poison takes 10 (3d6) poison damage.

Chuul Saliva (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, the 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.

Couatl Venom (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the affected creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Cretel Leaf Residue (Ingested). A creature subjected to this poison must make a DC 14 Constitution saving throw or be poisoned (Wisdom) for 1 hour. While “poisoned” this way, the creature gains 4 points of Constitution, to a maximum rating of 20. A creature must repeat the saving throw at the end of each minute, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion.

Crippling Vine (Contact). A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned (Strength) for 1 hour. A creature that failed the initial saving throw can repeat it at the end of each 10-minute period, ending the effect early on itself on a success.

Culum Powder (Ingested). A creature subjected to this poison must make a DC 12 Constitution saving throw or be poisoned (Dexterity) for 8 hours. A creature can repeat the saving throw at the end of each hour, ending the effect early on itself on a success. For each failed saving throw, including the initial saving throw, the victim suffers 1 poison damage.

Dancing Monkey Fruit (Ingested). A humanoid creature subjected to this poison must make a DC 14 Constitution saving throw or begin a comic dance that lasts for 1 minute. Humanoids that cannot be poisoned are immune to this magical effect.

The dancer must use all its movement to dance without leaving its space and has disadvantage on attack rolls and Dexterity saving throws, and other creatures have advantage on attack rolls against it. At the end of each turn in which it takes damage, the dancing humanoid can repeat the saving throw, ending the dancing effect on itself on a success.

Once the dancing effect ends, the humanoid suffers the poisoned condition for 1 hour.

Dark Reaper Powder (Ingested). A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned (Strength, Constitution) for 1 minute. A creature can repeat the saving throw at the end of each minute, ending the

effect early on itself on a success. For each failed saving throw, including the initial saving throw, the victim suffers 4 (1d8) poison damage.

Deathblade (Injury). A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or be poisoned (Constitution) for 1 minute. While this condition persists, the creature cannot benefit from magical healing. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Death Dog Saliva (Contact). A creature that touches this substance must succeed on a DC 12 Constitution saving throw against disease (not poison) or gain the poisoned condition until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The creature dies if the disease reduces its hit point maximum to 0.

Dragon Bile. (Contact). A creature subjected to this poison must succeed on a DC 17 Constitution saving throw or be poisoned (Strength) for 3 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Strength.

Dretch Wretch (Inhaled). This is a far-reaching inhalant; a creature is also subjected to this poison if it enters within 10 feet of the poison’s primary 5-foot area or starts its turn within 10 feet of that primary area. An affected creature must succeed on a DC 11 Constitution saving throw or be poisoned until the end of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can’t take reactions.

Drider Poison (Injury). A creature subjected to this poison takes 4 (1d8) poison damage. The secrets of crafting this poison are well-known to driders. If using the optional Formulas rule, acquiring the formula requires interacting with driders.

Drow Bullet (Injury). A creature struck by this firearm bullet takes 11 (2d10) poison damage. If using the optional Formulas rule, acquiring the formula requires interacting with drow. Crafting these bullets additionally requires proficiency with tinker’s tools to shape and irradiate the requisite toxic alloy.

Drow Poison (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw

fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. The secrets of crafting this poison are well-known to drow. If using the optional Formulas rule, acquiring the formula requires interacting with drow.

Erinyes Poison (Injury). A creature subjected to this poison takes 14 (3d8) poison damage and must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Ettercap Venom (Injury). A creature subjected to this poison takes 4 (1d8) poison damage and must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Faralin (Ingested). A creature subjected to this poison must make a DC 14 Constitution saving throw or be poisoned (Dexterity, Constitution) for 30 minutes. While “poisoned” this way, the creature gains 4 points of Strength, to a maximum rating of 20. A creature must repeat the saving throw at the end of each minute, ending the effect early on itself on a success.

Flumph Stench (Inhaled). This poison does not fill an area. Instead, a creature hit by the glass vial is coated with a terrible, sticky substance. The affected creature is automatically poisoned for the duration. Any creature that begins its turn within 5 feet of the target is likewise automatically poisoned until it moves away. The substance remains active for 1d4 hours. A creature can remove this stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Fungi Gas Spore (Inhaled). This poison is collected as a spore-containing nodule, not stored in a glass vial. When burst by an impact, the nodule cracks and spores fill a 20-foot cube. Creatures within or entering the affected area must make a DC 15 Constitution saving throw or take 11 (3d6) poison damage and become infected with a disease. Creatures immune to poison are immune to this disease.

As a secondary effect, spores invade an affected creature’s system, killing the creature in a number of hours equal to 1d12 + the creature’s Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spore nodules that grow to full size in 7 days.

Gnoll Spittle (Injury). This rare poison can only be harvested from a gnoll that is one of Yeenoghu’s chosen priests. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Gray Whinnis (Injury). A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute. A creature that fails its saving throw by 5 or more is also paralyzed while the poisoned condition persists. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Greenblood Oil (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute.

Green Dragon Breath, Adult (Inhaled). This can be harvested from an adult green dragon or a Gargantuan size green half-dragon. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw. The

creature takes 56 (16d6) poison damage on a failed save or half as much damage on a successful save.

Green Dragon Breath, Ancient (Inhaled). This can be harvested from an ancient green dragon. A creature subjected to this poison must succeed on a DC 22 Constitution saving throw. The creature takes 77 (22d6) poison damage on a failed save or half as much damage on a successful save.



Green Dragon Breath, Young (Inhaled). This can be harvested from a young green dragon or a Huge size green half-dragon. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw. The creature takes 42 (12d6) poison damage on a failed save or half as much damage on a successful save.

Green Dragon Breath, Wyrmling (Inhaled). This can be harvested from a wyrmling green dragon or a Medium size (or smaller) green half-dragon. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed save or half as much damage on a successful save.

Grell Venom (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Grung Sweat (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Guardian Naga Venom (Injury). A creature subjected to this poison takes (45) 10d8 poison damage.

Haluroot (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned (Wisdom) for 1 minute.

Homunculus Saliva (Injury). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 1d10 minutes and is unconscious while poisoned this way.

Horror Weed Extract (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 24 hours. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success. Each failed saving throw inflicts 2 (1d4) psychic damage that cannot be healed until the poisoned condition is removed. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Id Moss (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Intelligence) for 24 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Intelligence. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Imp Sting (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 11 (3d6) poison damage on a failed save, or half as much damage on a successful save.

Insanity Smoke (Inhaled). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Wisdom) for 1 hour. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success. Each failed saving throw inflicts 4 (1d8) psychic damage that cannot be healed until the poisoned condition is removed. This substance can be perceived as magical (no school) using a *detect magic* spell or similar effect.

Iron Golem Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 19 Constitution saving throw. The creature takes 45 (10d8) poison damage on a failed save or half as much damage on a successful save.

Kamadan's Snakes (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed save or half as much damage on a successful save.

Lich Dust (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Strength) for 24 hours. While the condition persists, the victim suffers from a flaking skin condition; the victim has disadvantage on Charisma (Persuasion) checks made against humanoids that can see the victim's flaking "lich-like" skin. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Lockjaw (Ingested). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 12 hours. A creature that fails its saving throw by 5 or more is also unable to speak or use verbal spell components while the poisoned condition persists. The creature can repeat

the saving throw at the end of each hour, ending the effect on itself with a success.

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

Malyss Root Paste (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 12 hours. While the condition persists, the victim suffers disadvantage on saving throws based on Dexterity. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Medusa Venom (Injected). A creature subjected to this poison takes 14 (4d6) poison damage.

Mesmer Paste (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Intelligence) for 12 hours. If the saving throw fails by 5 or more, the creature is also “dazzled” while the poisoned condition persists; the creature treats all areas as lightly obscured due to distracting hallucinations. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Midnight Tears

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

Myconid Spore, Hallucinogenic (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Myconid Spore, Euphoric (Inhaled). This rare poison must be harvested from a myconid sovereign that embraces Zuggtymoy. This poison is collected as a

spore, not stored in a glass vial. When burst by an impact, the spore fills a 20-foot cube. Creatures in that area or entering it must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion.

Neogi Venom (Injury). A creature subjected to this poison takes 14 (4d6) poison damage and must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Neogi Venom, Hatchling (Injury). A creature subjected to this poison takes 7 (2d6) poison damage and must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending

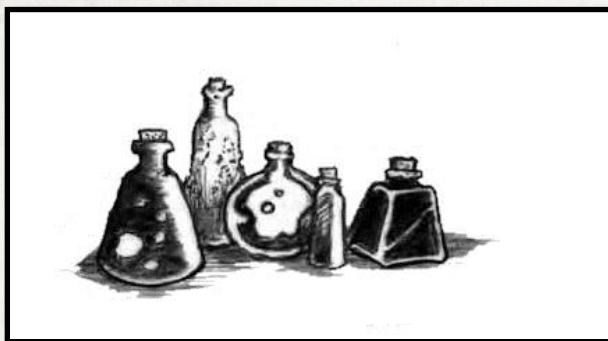
the effect on itself on a success.

Nitharit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 12 hours. The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends, and the creature can heal normally.

Pit Fiend Venom (Injury). A creature subjected to this poison must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned this way, the target can't regain hit points and it takes 6d6



poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pseudodragon Sting (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage, or until another creature uses an action to shake it awake.

Purple Wormling Poison (Injury). A creature subjected to this poison must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Purple Worm Poison (Injury). A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Quasit Crud (Injury). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. A poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raeliss Smoke (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned (Charisma) for 1 hour. While the poisoned condition persists, the victim also loses 4 points of Charisma, to a minimum rating of 3, and has disadvantage on Charisma saving throws. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success.

Redek Vine Extract (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 10 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature fails 3 consecutive saving throws, no more attempts are allowed; the poison persists for the full duration.

Retch (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned (Constitution) for 24 hours. If the initial saving throw fails by 5 or more points, the creature is also “nauseated” while the poison persists; the victim is unable to use reactions during that time.

The creature can repeat the saving throw at the end of each hour, ending the effect on itself with a success. Each failed saving throw inflicts 1 poison damage that cannot be healed while the poisoned condition persists.

Rill Leaf (Injury). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned (Charisma) for 1 hour.

Roshon Vapor (Inhaled). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Dexterity) for 1 hour. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success. If the initial saving throw fails by 5 or more, the creature also loses 4 points of Dexterity, to a minimum of 3; the loss is permanent until reversed by a *greater restoration* spell or a successful recuperation check performed in downtime.

Sassone Leaf Residue (Contact). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or be poisoned (Charisma, Intelligence, Wisdom) for 10 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. Each failed saving throw, including the initial saving throw, inflicts 6 (1d12) poison damage.

Scorcher Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by 4 or less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Sea Spawn Quills (Injury). A creature subjected to this poison suffers 3 (1d6) poison damage and must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shadow Essence (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned (Strength) for 2 minutes. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If the creature fails 3 consecutive saving

throws, no more attempts are allowed; the poison persists for the full duration.

Shoosuva Poison (Injury). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Shreef Oil (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Dexterity, Strength) for 10 minutes.

Sleeping Weed (Contact). A creature subjected to this poison must make a DC 13 Constitution saving throw or be poisoned (Dexterity) for 5 minutes. While poisoned this way, the subject is “slowed.” Its speed is halved, it takes a 2-point penalty to AC and Dexterity saving throws, and it can’t use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature’s abilities or magic items, it can’t make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn’t take effect until the creature’s next turn, and the creature must use its action on that turn to complete the spell. If it can’t, the spell is wasted. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after 2 successful saving throws.

Spirit Naga Venom (Injury). A creature subjected to this poison 31 (7d8) poison damage.

Sprite Spit (Injury). A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage,

or until another creature takes an action to shake it awake.

Stench Kow Breath (Inhaled). This is a far-reaching inhalant; a creature is also subjected to this poison if it enters within 10 feet of the poison’s primary 5-foot area or starts its turn within 10 feet of that primary area. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this scent and the scent of all stench kows for 1 hour.

Striped Toadstool (Ingested). A creature subjected to this poison must make a DC 11 Constitution saving throw or be poisoned (Intelligence, Wisdom) for 1 hour. While poisoned this way, the creature has trouble focusing its vision and distinguishing hallucinations from reality; it treats everything farther than 20 feet away as lightly obscured. The creature can repeat the saving throw at the end of each minute, ending the effect on itself with a success.

Svirfneblin Poison (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The secrets of crafting this poison are well-known to svirfneblin. If using the optional Formulas rule, acquiring the formula requires interacting with svirfneblin.

Terinav Root (Contact). Once applied, this contact poison remains effective for 1 month before becoming

inert. A creature subject to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Dexterity) for 10 minutes. While poisoned this way, the creature’s movement speeds are reduced by 10 feet. The creature can repeat the saving throw at the end of each



minute, ending the effect on itself with a success.

Thever Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by 4 or less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Thever Paste (Contact). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 10 minutes. While poisoned this way, the creature is also blinded. If the initial saving throw fails by 5 or more, the blindness becomes permanent, until cured by magic. If the initial saving throw is failed by 4 or less, the creature can attempt another saving throw at the end of each of its turns, ending the effect on itself with a success.

Thri-Kreen Venom (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Timmask (Inhaled). A creature subjected to this toxin is automatically poisoned for 1 minute and is “confused” while poisoned. The poisoned creature must make a DC 14 Constitution saving throw at the start of each of its turns. If successful, the effect on the creature ends. Otherwise, roll a d20. On a 1-2, the creature loses its action for the turn and uses all its movement to move in a random direction. (To determine the direction, roll a d8 and assign a direction to each die face.) On a 3-14, the creature doesn’t move or take actions that turn. On a 15-20, the creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing during that turn.

Tlincalli Sting (Injury). A creature subjected to this poison suffers 14 (4d6) poison damage and must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of

each of its turns, ending the effect on itself on a success.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. While poisoned, the creature is incapacitated and appears to be in a coma.

Tressym Tongue. This substance is a curative creature component. A single tongue can be harvested from a dead tressym. Placing the whole tongue on a creature indicates whether the creature is currently poisoned or has the natural ability to produce its own venom. When placed in contact with a substance (or a container holding a single substance) the tongue can determine whether the substance is poisoned or poisonous. The tressym tongue discolors from pink to dark grey to indicate poison, after which it becomes useless. If no poison is indicated, the tongue can be preserved and reused.

Tri-Flower (Inhaled). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be for one hour. While poisoned this way, the target is unconscious. At the end of each minute, the poisoned target can repeat the saving throw, ending the effect on itself on a success.

Troglodyte Stench (Inhaled). This poison does not fill an area. Instead, a creature hit by the glass vial is coated with a terrible, sticky substance. At the start of its turn, the affected creature, and any creature that begins its turn within 5 feet of the affected creature must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature’s next turn. On a successful saving throw, the creature is immune to this stench and the stench of all troglodytes for 1 hour. The substance remains active for 1d4 hours. A creature can remove this stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can’t knowingly speak a lie, as if under the effect of a *zone of truth* spell.

Unicorn Horn. This substance is a curative creature component. A single horn can be harvested from a dead unicorn and ground into 1d4+1 doses of this powerful curative substance. This harvesting succeeds automatically without an ability check if using appropriate tools or weapons for the extraction. The

consumption of powdered unicorn horn, or its direct application to a wound, heals 2d8+2 hit points and removes all diseases and neutralizes all poisons afflicting the target. When mixed with food, drink, or other consumables, a dose neutralizes any poisons or diseases tainting that substance.

Ungol Dust (Inhaled). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned (Charisma) for 1 minute. If the saving throw fails by 5 or more, the subject loses 4 points of Charisma for 24 hours. This latter effect is not cumulative across multiple applications of this poison.

Vapid Leaf Extract (Injury). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned (Intelligence) for 10 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect early on itself on a success. When the effect ends, the creature gains one level of exhaustion if it currently has fewer than 3 levels of exhaustion.

Vegepygmy Chief Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. A non-plant creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Verminous Antidote. A creature that drinks this vial of liquid gains advantage on saving throws against poisons for 1 hour, so long as the poison's source is a verminous type of beast (some kind of spider, snake, or scorpion). This confers no benefits to undead or constructs.

Verminous Venom, Flying Snake (Injury). A creature subjected to this poison suffers 7 (3d4) poison damage.

Verminous Venom, Giant Centipede (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much

damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Scorpion (Injury). A creature subjected to this poison must succeed on a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Giant Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 9 (2d8)

poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wasp (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Verminous Venom, Giant Wolf Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and

is paralyzed while poisoned this way.

Verminous Venom, Phase Spider (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned this way.

Verminous Venom, Poisonous Snake (Injury). A creature subjected to this poison must succeed on a



DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Scorpion (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Serpent (Injury). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Verminous Venom, Spider (Injury). A creature subjected to this poison must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

Vrock Spores (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 15-foot cube. The toxin spreads around corners. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, the target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Wraith Sheen (Contact). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned (Constitution, Dexterity, Strength) for 1 hour.

Wyvern Poison (Injury). A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Yahcha Beetle. This substance is a curative creature component. The flesh of this fist-sized beetle, when eaten, allows the consuming creature to immediately attempt a new saving throw, with advantage, against the disease known as “mad monkey fever.” (See Dancing Monkey Fruit, earlier in this chapter.)

Yochlol Mist (Inhaled). A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned this way, the target is incapacitated.

Yuan-ti Venom, Abomination (Injury). A creature subjected to this poison suffers 10 (3d6) poison damage.

Yuan-ti Venom, Anathema (Injury). A creature subjected to this poison suffers 14 (4d6) poison damage.

Yuan-ti Venom, Common (Injury). A creature subjected to this poison suffers 7 (2d6) poison damage.

Zabou (Inhaled). This poison is collected as a spore, not stored in a glass vial. When burst by an impact, the spore fills a 10-foot cube. Creatures starting their turns within the area or entering it on their turns must make a DC 10 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, a creature’s skin itches. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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