



CH. 5: FEATS

CH. 7: SPELLS

Chapter 6: Equipment

ARTIST: CAIO MONTEIRO



IN THE SKIES OF EBERRON, THE INVENTOR VI AND HER FIXERS ESCAPE THE LORD OF BLADES AND A PLUMMETING AIRSHIP THAT BURNS WITH GREEN FLAME!

The right equipment can make the difference between success and failure for adventurers. This chapter provides rules and prices for weapons, armor, and other kinds of equipment that characters might purchase or find. The DM lets you know if a shop has an item for sale and whether it's available at the listed price.

Coin

Characters often find coins on their adventures and can spend those coins in shops, inns, and other businesses. Coins come in different denominations based on the relative worth of their material. The Coin Values table lists coins and how much they're worth relative to the Gold Piece, which is the game's main coin. For example, 100 Copper Pieces are worth 1 Gold Piece.

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

Coin Values

Coin	Value in GP
Copper Piece (CP)	1/100
Silver Piece (SP)	1/10
Electrum Piece (EP)	1/2
Gold Piece (GP)	1
Platinum Piece (PP)	10

SELLING EQUIPMENT

Equipment fetches half its cost when sold. In contrast, trade goods and valuables—like gems and art objects—retain their full value in the marketplace. The *Dungeon Master's Guide* has prices for [magic items](#).

Weapons

The Weapons table in this section shows the game's main weapons. The table lists the cost and weight of each weapon, as well as the following details:

Category. Every weapon falls into a category: Simple or Martial. Weapon proficiencies are usually tied to one of these categories. For example, you might have proficiency with Simple weapons.

Melee or Ranged. A weapon is classified as either Melee or Ranged. A Melee weapon is used to attack a target within 5 feet, whereas a Ranged weapon is used to attack at a greater distance.

Damage. The table lists the amount of damage a weapon deals when an attacker hits with it as well as the type of that damage.

Properties. Any properties a weapon has are listed in the Properties column. Each property is defined in the “[Properties](#)” section.

Mastery. Each weapon has a mastery property, which is defined in the “[Mastery Properties](#)” section later in this chapter. To use that property, you must have a feature that lets you use it.

Weapons

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Melee Weapons</i>					
Club	1d4 Bludgeoning	Light	Slow	2 lb.	1 SP
Dagger	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)	Nick	1 lb.	2 GP
Greatclub	1d8 Bludgeoning	Two-Handed	Push	10 lb.	2 SP
Handaxe	1d6 Slashing	Light, Thrown (Range 20/60)	Vex	2 lb.	5 GP
Javelin	1d6 Piercing	Thrown (Range 30/120)	Slow	2 lb.	5 SP
Light Hammer	1d4 Bludgeoning	Light, Thrown (Range 20/60)	Nick	2 lb.	2

Name	Damage	Properties	Mastery	Weight	Cost
Mace	1d6 Bludgeoning	—	Sap	4 lb.	5 GP
Quarterstaff	1d6 Bludgeoning	Versatile (1d8)	Topple	4 lb.	2 SP
Sickle	1d4 Slashing	Light	Nick	2 lb.	1 GP
Spear	1d6 Piercing	Thrown (Range 20/60), Versatile (1d8)	Sap	3 lb.	1 GP

Simple Ranged Weapons

Dart	1d4 Piercing	Finesse , Thrown (Range 20/60)	Vex	1/4 lb.	5 CP
Light Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Loading , Two-Handed	Slow	5 lb.	25 GP
Shortbow	1d6 Piercing	Ammunition (Range 80/320; Arrow), Two-Handed	Vex	2 lb.	25 GP
Sling	1d4 Bludgeoning	Ammunition (Range 30/120; Bullet)	Slow	—	1 SP

Martial Melee Weapons

Battleaxe	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	10 GP
Flail	1d8 Bludgeoning	—	Sap	2 lb.	10 GP
Glaive	1d10 Slashing	Heavy , Reach , Two-Handed	Graze	6 lb.	20 GP
Greataxe	1d12 Slashing	Heavy , Two-Handed	Cleave	7 lb.	30 GP
Greatsword	2d6 Slashing	Heavy , Two-Handed	Graze	6 lb.	50 GP
Halberd	1d10 Slashing	Heavy , Reach , Two-Handed	Cleave	6 lb.	20 GP
Lance	1d10 Piercing	Heavy , Reach , Two-Handed (unless mounted)	Topple	6 lb.	10 GP
Longsword	1d8 Slashing	Versatile (1d10)	Sap	3 lb.	15 GP
Maul	2d6 Bludgeoning	Heavy , Two-Handed	Topple	10 lb.	10 GP
Morningstar	1d8 Piercing	—	Sap	4 lb.	15 GP
Pike	1d10 Piercing	Heavy , Reach , Two-Handed	Push	18 lb.	5 GP
Rapier	1d8 Piercing	Finesse	Vex	2 lb.	25 GP
Scimitar	1d6 Slashing	Finesse , Light	Nick	3 lb.	25 GP
Shortsword	1d6 Piercing	Finesse , Light	Vex	2 lb.	10 GP
Trident	1d8 Piercing	Thrown (Range 20/60), Versatile (1d10)	Topple	4 lb.	5 GP
Warhammer	1d8 Bludgeoning	Versatile (1d10)	Push	5 lb.	15 GP
War Pick	1d8 Piercing	Versatile (1d10)	Sap	2 lb.	5 GP
Whip	1d4 Slashing	Finesse , Reach	Slow	3 lb.	2 GP

Martial Ranged Weapons

Blowgun	1 Piercing	Ammunition (Range 25/100; Needle), Loading	Vex	1 lb.	10 GP
Hand Crossbow	1d6 Piercing	Ammunition (Range 30/120; Bolt), Light , Loading	Vex	3 lb.	75 GP
Heavy Crossbow	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy , Loading , Two-Handed	Push	18 lb.	50 GP
Longbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy , Two-Handed	Slow	2 lb.	50 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading , Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP



SIMPLE MELEE WEAPONS



SIMPLE RANGED WEAPONS

*MARTIAL MELEE WEAPONS**MARTIAL RANGED WEAPONS*

Weapon Proficiency

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an attack roll you make with it. A player character's features can provide weapon proficiencies. A monster is proficient with any weapon in its stat block.

Properties

Here are definitions of the properties in the Properties column of the Weapons table.

Ammunition

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Finesse

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

Heavy

You have **Disadvantage** on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.

IMPROVISED WEAPONS

If you use an object—such as a table leg, frying pan, or bottle—as a makeshift weapon, see “**Improvised Weapons**” in the [rules glossary](#). Also see those rules if you wield a weapon in an unusual way, such as using a Ranged weapon to make a melee attack.

Light

When you take the **Attack** action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative. For example, you can attack with a **Shortsword** in one hand and a **Dagger** in the other using the **Attack** action and a Bonus Action, but you don't add your Strength or Dexterity modifier to the damage roll of the Bonus Action unless that modifier is negative.

Loading

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

Range

A Range weapon has a range in parentheses after the **Ammunition** or **Thrown** property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have **Disadvantage** on the attack roll. You can't attack a target beyond the long range.

Reach

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for **Opportunity Attacks** with it.

Thrown

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

Two-Handed

A Two-Handed weapon requires two hands when you attack with it.

Versatile

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

Mastery Properties

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

Cleave

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damar

unless that modifier is negative. You can make this extra attack only once per turn.

Graze

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

Nick

When you make the extra attack of the **Light** property, you can make it as part of the **Attack** action instead of as a Bonus Action. You can make this extra attack only once per turn.

Push

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap

If you hit a creature with this weapon, that creature has **Disadvantage** on its next attack roll before the start of your next turn.

Slow

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Topple

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the **Prone** condition.

Vex

If you hit a creature with this weapon and deal damage to the creature, you have **Advantage** on your next attack roll against that creature before the end of your next turn.

Armor

The Armor table lists the game's main armor. The table includes the cost and weight of armor, as well as the following details:

Category. Every type of armor falls into a category: Light, Medium, or Heavy. The category determines how long it takes to don or doff the armor (as shown in the table).

Armor Class (AC). The table's Armor Class column tells you what your base AC is when you wear a type of armor. For example, if you wear Leather Armor, your base AC is 11 plus your Dexterity modifier, whereas your AC is 16 in Chain Mail.

Strength. If the table shows a Strength score in the Strength column for an armor type, that armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the table shows "Disadvantage" in the Stealth column for an armor type, the wearer has **Disadvantage** on Dexterity (**Stealth**) checks.

Armor

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
<i>Light Armor (1 Minute to Don or Doff)</i>					
Padded Armor	11 + Dex modifier	—	Disadvantage	8 lb.	5 GP
Leather Armor	11 + Dex modifier	—	—	10 lb.	10 GP
Studded Leather Armor	12 + Dex modifier	—	—	13 lb.	45 GP
<i>Medium Armor (5 Minutes to Don and 1 Minute to Doff)</i>					
Hide Armor	12 + Dex modifier (max 2)	—	—	12 lb.	10 G

Armor	Armor Class (AC)	Strength	Stealth	Weight	Cost
Chain Shirt	13 + Dex modifier (max 2)	—	—	20 lb.	50 GP
Scale Mail	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.	50 GP
Breastplate	14 + Dex modifier (max 2)	—	—	20 lb.	400 GP
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.	750 GP

Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)

Ring Mail	14	—	Disadvantage	40 lb.	30 GP
Chain Mail	16	Str 13	Disadvantage	55 lb.	75 GP
Splint Armor	17	Str 15	Disadvantage	60 lb.	200 GP
Plate Armor	18	Str 15	Disadvantage	65 lb.	1,500 GP

*Shield (**Utilize** Action to Don or Doff)*

Shield	+2	—	—	6 lb.	10 GP
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ARTIST: POLAR ENGINE



LIGHT ARMOR AND SHIELDS



MEDIUM ARMOR

**HEAVY ARMOR**

Armor Training

Anyone can don armor or hold a Shield, but only those with training can use them effectively, as explained below. A character's class and other features determine the character's armor training. A monster has training with any armor in its stat block.

Light, Medium, or Heavy Armor

If you wear Light, Medium, or Heavy armor and lack training with it, you have **Disadvantage** on any **D20 Test** that involves Strength or Dexterity, and you can't cast spells.

Shield

You gain the Armor Class benefit of a Shield only if you have training with it.

One at a Time

A creature can wear only one suit of armor at a time and wield only one Shield at a time.

VARIANT: EQUIPMENT SIZES

In most campaigns, you can use or wear any equipment that you find on your adventures, within the bounds of common sense. For example, an orc adventurer won't fit in a halfling's Leather Armor, and a cloud giant's robe would be far too large for a gnome.

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

Using this variant, when adventurers find armor, clothing, and similar items that are made to be worn, they might need to visit a smith, a tailor, a leatherworker, or a similar expert to make the item wearable. The cost for such work is $1d4 \times 10$ percent of the market price of the item.

Tools

A tool helps you make specialized ability checks, craft certain items, or both. A tool's description includes the tool's cost and weight, as well as the following entries:

Ability. This entry lists the ability to use when making an ability check with the tool.

Utilize. This entry lists things you can do with the tool when you take the **Utilize** action. You can do one of those things each time you take the action. This entry also provides the DC for the action.

Craft. This entry lists what, if anything, you can craft with the tool. For crafting rules, see “[Crafting Equipment](#)” later in the chapter.

Variants. This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

Tool Proficiency

If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that’s used with that check, you have **Advantage** on the check too.

Your features might give you proficiency with a tool. A monster has proficiency with any tool in its stat block.

Artisan’s Tools

Artisan’s Tools are each focused on crafting items and pursuing a trade. Each of these tools requires a separate proficiency.

Alchemist’s Supplies (50 GP)

Ability: Intelligence **Weight:** 8 lb.

Utilize: Identify a substance (DC 15), or start a fire (DC 15)

Craft: Acid, Alchemist’s Fire, Component Pouch, Oil, Paper, Perfume

Brewer’s Supplies (20 GP)

Ability: Intelligence **Weight:** 9 lb.

Utilize: Detect poisoned drink (DC 15), or identify alcohol (DC 10)

Craft: Antitoxin

Calligrapher’s Supplies (10 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Write text with impressive flourishes that guard against forgery (DC 15)

Craft: Ink, Spell Scroll

Carpenter’s Tools (8 GP)

Ability: Strength **Weight:** 6 lb.

Utilize: Seal or pry open a door or container (DC 20)

Craft: Club, Greatclub, Quarterstaff, Barrel, Chest, Ladder, Pole, Portable Ram, Torch

Cartographer’s Tools (15 GP)

Ability: Wisdom **Weight:** 6 lb.

Utilize: Draft a map of a small area (DC 15)

Craft: Map

Cobbler's Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Modify footwear to give **Advantage** on the wearer's next Dexterity (**Acrobatics**) check (DC 10)

Craft: Climber's Kit

Cook's Utensils (1 GP)

Ability: Wisdom **Weight:** 8 lb.

Utilize: Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15)

Craft: Rations

Glassblower's Tools (30 GP)

Ability: Intelligence **Weight:** 5 lb.

Utilize: Discern what a glass object held in the past 24 hours (DC 15)

Craft: Glass Bottle, Magnifying Glass, Spyglass, Vial

Jeweler's Tools (25 GP)

Ability: Intelligence **Weight:** 2 lb.

Utilize: Discern a gem's value (DC 15)

Craft: Arcane Focus, Holy Symbol

Leatherworker's Tools (5 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Add a design to a leather item (DC 10)

Craft: Sling, Whip, Hide Armor, Leather Armor, Studded Leather Armor, Backpack, Crossbow Bolt Case, Map or Scroll Case, Parchment, Pouch, Quiver, Waterskin

Mason's Tools (10 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Chisel a symbol or hole in stone (DC 10)

Craft: Block and Tackle

Painter's Supplies (10 GP)

Ability: Wisdom **Weight:** 5 lb.

Utilize: Paint a recognizable image of something you've seen (DC 10)

Craft: **Druidic Focus, Holy Symbol**

Potter's Tools (10 GP)

Ability: Intelligence **Weight:** 3 lb.

Utilize: Discern what a ceramic object held in the past 24 hours (DC 15)

Craft: **Jug, Lamp**

Smith's Tools (20 GP)

Ability: Strength **Weight:** 8 lb.

Utilize: Pry open a door or container (DC 20)

Craft: Any Melee weapon (except Club, Greatclub, Quarterstaff, and Whip), Medium armor (except Hide), Heavy armor, **Ball Bearings, Bucket, Caltrops, Chain, Crowbar, Firearm Bullets, Grappling Hook, Iron Pot, Iron Spikes, Sling Bullets**

Tinker's Tools (50 GP)

Ability: Dexterity **Weight:** 10 lb.

Utilize: Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20)

Craft: **Musket, Pistol, Bell, Bullseye Lantern, Flask, Hooded Lantern, Hunting Trap, Lock, Manacles, Mirror, Shovel, Signal Whistle, Tinderbox**

Weaver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10)

Craft: **Padded Armor, Basket, Bedroll, Blanket, Fine Clothes, Net, Robe, Rope, Sack, String, Tent, Traveler's Clothes**

Woodcarver's Tools (1 GP)

Ability: Dexterity **Weight:** 5 lb.

Utilize: Carve a pattern in wood (DC 10)

Craft: **Club, Greatclub, Quarterstaff, Ranged weapons (except Pistol, Musket, and Sling), Arcane Focus, Arrows, Bolts, Druidic Focus, Ink Pen, Needles**

Other Tools

These tools support adventure and other pursuits.

Disguise Kit (25 GP)**Ability:** Charisma **Weight:** 3 lb.**Utilize:** Apply makeup (DC 10)**Craft:** Costume**Forgery Kit (15 GP)****Ability:** Dexterity **Weight:** 5 lb.**Utilize:** Mimic 10 or fewer words of someone else's handwriting (DC 15), or duplicate a wax seal (DC 20)**Gaming Set (Varies)****Ability:** Wisdom **Weight:** –**Utilize:** Discern whether someone is cheating (DC 10), or win the game (DC 20)**Variants:** Dice (1 SP), dragonchess (1 GP), playing cards (5 SP), three-dragon ante (1 GP)**Herbalism Kit (5 GP)****Ability:** Intelligence **Weight:** 3 lb.**Utilize:** Identify a plant (DC 10)**Craft:** Antitoxin, Candle, Healer's Kit, *Potion of Healing***Musical Instrument (Varies)****Ability:** Charisma **Weight:** Varies**Utilize:** Play a known tune (DC 10), or improvise a song (DC 15)**Variants:** Bagpipes (30 GP, 6 lb.), drum (6 GP, 3 lb.), dulcimer (25 GP, 10 lb.), flute (2 GP, 1 lb.), horn (3 GP, 2 lb.), lute (35 GP, 2 lb.), lyre (30 GP, 2 lb.), pan flute (12 GP, 2 lb.), shawm (2 GP, 1 lb.), viol (30 GP, 1 lb.)**Navigator's Tools (25 GP)****Ability:** Wisdom **Weight:** 2 lb.**Utilize:** Plot a course (DC 10), or determine position by stargazing (DC 15)**Poisoner's Kit (50 GP)****Ability:** Intelligence **Weight:** 2 lb.**Utilize:** Detect a poisoned object (DC 10)**Craft:** Basic Poison

Thieves' Tools (25 GP)

Ability: Dexterity **Weight:** 1 lb.

Utilize: Pick a lock (DC 15), or disarm a trap (DC 15)

Adventuring Gear



A WARLOCK CHANNELS MAGIC THROUGH AN ARCANE FOCUS

The Adventuring Gear table in this section includes gear that adventurers often find useful. These items are described here in alphabetical order, with an item's price appearing after its name.

Adventuring Gear

Item	Weight	Cost
Acid	1 lb.	25 GP
Alchemist's Fire	1 lb.	50 GP
Ammunition	Varies	Varies
Antitoxin	—	50 GP
Arcane Focus	Varies	Varies
Backpack	5 lb.	2 GP
Ball Bearings	2 lb.	1 GP
Barrel	70 lb.	2 GP
Basket	2 lb.	4 SP
Bedroll	7 lb.	1 GP
Bell	—	1 GP
Blanket	3 lb.	5 SP
Block and Tackle	5 lb.	1 GP

Item	Weight	Cost
Book	5 lb.	25 GP
Bottle, Glass	2 lb.	2 GP
Bucket	2 lb.	5 CP
Burglar's Pack	42 lb.	16 GP
Caltrops	2 lb.	1 GP
Candle	—	1 CP
Case, Crossbow Bolt	1 lb.	1 GP
Case, Map or Scroll	1 lb.	1 GP
Chain	10 lb.	5 GP
Chest	25 lb.	5 GP
Climber's Kit	12 lb.	25 GP
Clothes, Fine	6 lb.	15 GP
Clothes, Traveler's	4 lb.	2 GP
Component Pouch	2 lb.	25 GP
Costume	4 lb.	5 GP
Crowbar	5 lb.	2 GP
Diplomat's Pack	39 lb.	39 GP
Druidic Focus	Varies	Varies
Dungeoneer's Pack	55 lb.	12 GP
Entertainer's Pack	58½ lb.	40 GP
Explorer's Pack	55 lb.	10 GP
Flask	1 lb.	2 CP
Grappling Hook	4 lb.	2 GP
Healer's Kit	3 lb.	5 GP
Holy Symbol	Varies	Varies
Holy Water	1 lb.	25 GP
Hunting Trap	25 lb.	5 GP
Ink	—	10 GP
Ink Pen	—	2 CP
Jug	4 lb.	2 CP
Ladder	25 lb.	1 SP
Lamp	1 lb.	5 SP
Lantern, Bullseye	2 lb.	10 GP
Lantern, Hooded	2 lb.	5 GP
Lock	1 lb.	10 GP
Magnifying Glass	—	100 GP
Manacles	6 lb.	2 GP
Map	—	1 GP
Mirror	1/2 lb.	5 GP
Net	3 lb.	1 GP

Item	Weight	Cost
Oil	1 lb.	1 SP
Paper	—	2 SP
Parchment	—	1 SP
Perfume	—	5 GP
Poison, Basic	—	100 GP
Pole	7 lb.	5 CP
Pot, Iron	10 lb.	2 GP
Potion of Healing	1/2 lb.	50 GP
Pouch	1 lb.	5 SP
Priest's Pack	29 lb.	33 GP
Quiver	1 lb.	1 GP
Ram, Portable	35 lb.	4 GP
Rations	2 lb.	5 SP
Robe	4 lb.	1 GP
Rope	5 lb.	1 GP
Sack	1/2 lb.	1 CP
Scholar's Pack	22 lb.	40 GP
Shovel	5 lb.	2 GP
Signal Whistle	—	5 CP
<i>Spell Scroll</i> (Cantrip)	—	30 GP
<i>Spell Scroll</i> (Level 1)	—	50 GP
Spikes, Iron	5 lb.	1 GP
Spyglass	1 lb.	1,000 GP
String	—	1 SP
Tent	20 lb.	2 GP
Tinderbox	1 lb.	5 SP
Torch	1 lb.	1 CP
Vial	—	1 GP
Waterskin	5 lb. (full)	2 SP

Acid (25 GP)

When you take the **Attack** action, you can replace one of your attacks with throwing a vial of Acid. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d6 Acid damage.

Alchemist's Fire (50 GP)

When you take the **Attack** action, you can replace one of your attacks with throwing a flask of Alchemist's Fire. Target one creature or object you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 1d4 Fire damage and start **burning** (see the [rules glossary](#)).

Ammunition (Varies)

Ammunition is required by a weapon that has the **Ammunition** property. A weapon's description specifies the type of ammunition used by the weapon. The Ammunition table lists the different types and the amount you get when you buy them. The table also lists the item that is typically used to store each type; storage must be bought separately.

Ammunition

Type	Amount	Storage	Weight	Cost
Arrows	20	Quiver	1 lb.	1 GP
Bolts	20	Case	1½ lb.	1 GP
Bullets, Firearm	10	Pouch	2 lb.	3 GP
Bullets, Sling	20	Pouch	1½ lb.	4 CP
Needles	50	Pouch	1 lb.	1 GP

Antitoxin (50 GP)

As a Bonus Action, you can drink a vial of Antitoxin to gain **Advantage** on saving throws to avoid or end the **Poisoned** condition for 1 hour.

Arcane Focus (Varies)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such an item as a Spellcasting Focus.

Arcane Focuses

Focus	Weight	Cost
Crystal	1 lb.	10 GP
Orb	3 lb.	20 GP
Rod	2 lb.	10 GP
Staff (also a Quarterstaff)	4 lb.	5 GP
Wand	1 lb.	10 GP

Backpack (2 GP)

A Backpack holds up to 30 pounds within 1 cubic foot. It can also serve as a saddlebag.

Ball Bearings (1 GP)

As a **Utilize** action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the **Prone** condition. It takes 10 minutes to recover the Ball Bearings.

Barrel (2 GP)

A Barrel holds up to 40 gallons of liquid or up to 4 cubic feet of dry goods.

Basket (4 SP)

A Basket holds up to 40 pounds within 2 cubic feet.

Bedroll (1 GP)

A Bedroll sleeps one Small or Medium creature. While in a Bedroll, you automatically succeed on saving throws against extreme cold (see the *Dungeon Master's Guide*).

Bell (1 GP)

When rung as a **Utilize** action, a Bell produces a sound that can be heard up to 60 feet away.

Blanket (5 SP)

While wrapped in a blanket, you have **Advantage** on saving throws against extreme cold (see the *Dungeon Master's Guide*).

Block and Tackle (1 GP)

A Block and Tackle allows you to hoist up to four times the weight you can normally lift.

Book (25 GP)

A Book contains fiction or nonfiction. If you consult an accurate nonfiction Book about its topic, you gain a +5 bonus to Intelligence (**Arcana**, **History**, **Nature**, or **Religion**) checks you make about that topic.

Bottle, Glass (2 GP)

A Glass Bottle holds up to 1½ pints.

Bucket (5 CP)

A Bucket holds up to half a cubic foot of contents.

Burglar's Pack (16 GP)

A Burglar's Pack contains the following items: **Backpack**, **Ball Bearings**, **Bell**, 10 **Candles**, **Crowbar**, **Hooded Lantern**, 7 flasks of **Oil**, 5 days of **Rations**, **Rope**, **Tinderbox**, and **Waterskin**.

Caltrops (1 GP)

As a **Utilize** action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Candle (1 CP)

For 1 hour, a lit Candle sheds **Bright Light** in a 5-foot radius and **Dim Light** for an additional 5 feet.

Case, Crossbow Bolt (1 GP)

A Crossbow Bolt Case holds up to 20 **Bolts**.

Case, Map or Scroll (1 GP)

A Map or Scroll Case holds up to 10 sheets of **paper** or 5 sheets of **parchment**.

Chain (5 GP)

As a **Utilize** action, you can wrap a Chain around an unwilling creature within 5 feet of yourself that has the **Grappled**, **Incapacitated**, or **Restrained** condition if you succeed on a DC 13 Strength (**Athletics**) check. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Chain requires the creature to make a successful DC 18 Dexterity (**Acrobatics**) check as an action. Bursting the Chain requires a successful DC 20 Strength (**Athletics**) check as an action.

Chest (5 GP)

A Chest holds up to 12 cubic feet of contents.

Climber's Kit (25 GP)

A Climber's Kit includes boot tips, gloves, pitons, and a harness. As a **Utilize** action, you can use the Climber's Kit to anchor yourself; when you do, you can't fall more than 25 feet from the anchor point, and you can't move more than 25 feet from there without undoing the anchor as a Bonus Action.

Clothes, Fine (15 GP)

Fine Clothes are made of expensive fabrics and adorned with expertly crafted details. Some events and locations admit only people wearing these clothes.

Clothes, Traveler's (2 GP)

Traveler's Clothes are resilient garments designed for travel in various environments.

Component Pouch (25 GP)

A Component Pouch is watertight and filled with compartments that hold all the free Material components of your spells.

Costume (5 GP)

While wearing a Costume, you have **Advantage** on any ability check you make to impersonate the person or type of person it represents.

Crowbar (2 GP)

Using a Crowbar gives you **Advantage** on Strength checks where the Crowbar's leverage can be applied.

Diplomat's Pack (39 GP)

A Diplomat's Pack contains the following items: **Chest**, **Fine Clothes**, **Ink**, 5 **Ink Pens**, **Lamp**, 2 **Map or Scroll Cases**, 4 flasks of **Oil**, 5 sheets of **Paper**, 5 sheets of **Parchment**, **Perfume**, and **Tinderbox**.

Druidic Focus (Varies)

A Druidic Focus takes one of the forms in the Druidic Focuses table and is carved, tied with ribbon, or painted to channel primal magic. A Druid or Ranger can use such an object as a Spellcasting Focus.

Druidic Focuses

Focus	Weight	Cost
Sprig of mistletoe	—	1 GP
Wooden staff (also a Quarterstaff)	4 lb.	5 GP
Yew wand	1 lb.	10 GP

Dungeoneer's Pack (12 GP)

A Dungeoneer's Pack contains the following items: **Backpack**, **Caltrops**, **Crowbar**, 2 flasks of **Oil**, 10 days of **Rations**, **Rope**, **Tinderbox**, 10 **Torches**, and **Waterskin**.

Entertainer's Pack (40 GP)

An Entertainer's Pack contains the following items: **Backpack**, **Bedroll**, **Bell**, **Bullseye Lantern**, 3 **Costumes**, **Mirror**, 8 flasks of **Oil**, 9 days of **Rations**, **Tinderbox**, and **Waterskin**.

Explorer's Pack (10 GP)

An Explorer's Pack contains the following items: **Backpack**, **Bedroll**, 2 flasks of **Oil**, 10 days of **Rations**, **Rope**, **Tinderbox**, 10 **Torches**, and **Waterskin**.

Flask (2 CP)

A Flask holds up to 1 pint.

Grappling Hook (2 GP)

As a **Utilize** action, you can throw the Grappling Hook at a railing, a ledge, or another catch within 50 feet of yourself, and the hook catches on if you succeed on a DC 13 Dexterity (**Acrobatics**) check. If you tied a **Rope** to the hook, you can then climb it.

Healer's Kit (5 GP)

A Healer's Kit has ten uses. As a **Utilize** action, you can expend one of its uses to stabilize an **Unconscious** creature that has 0 Hit Points without needing to make a Wisdom (**Medicine**) check.

Holy Symbol (Varies)

A Holy Symbol takes one of the forms in the Holy Symbol table and is bejeweled or painted to channel divine magic. A Cleric or Paladin can use a Holy Symbol as a Spellcasting Focus.

The table indicates whether a Holy Symbol needs to be held, worn, or borne on fabric (such as a tabard or banner) or a Shield.

Holy Symbols

Symbol	Weight	Cost
Amulet (worn or held)	1 lb.	5 GP
Emblem (borne on fabric or a Shield)	—	5 GP
Reliquary (held)	2 lb.	5 GP

Holy Water (25 GP)

When you take the **Attack** action, you can replace one of your attacks with throwing a flask of Holy Water. Target one creature you can see within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or take 2d8 Radiant damage if it is a Fiend or an Undead.

Hunting Trap (5 GP)

As a **Utilize** action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a DC 13 Strength (**Athletics**) check, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature.

Ink (10 GP)

Ink comes in a 1-ounce bottle, which provides enough ink to write about 500 pages.

Ink Pen (2 CP)

Using **Ink**, an Ink Pen is used to write or draw.

Jug (2 CP)

A Jug holds up to 1 gallon.

Ladder (1 SP)

A Ladder is 10 feet tall. You must climb to move up or down it.

Lamp (5 SP)

A Lamp burns **Oil** as fuel to cast **Bright Light** in a 15-foot radius and **Dim Light** for an additional 30 feet.



LAMP AND NET

Lantern, Bullseye (10 GP)

A Bullseye Lantern burns **Oil** as fuel to cast **Bright Light** in a 60-foot **Cone** and **Dim Light** for an additional 60 feet.

Lantern, Hooded (5 GP)

A Hooded Lantern burns **Oil** as fuel to cast **Bright Light** in a 30-foot radius and **Dim Light** for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Lock (10 GP)

A Lock comes with a key. Without the key, a creature can use **Thieves' Tools** to pick this Lock with a successful DC 15 Dexterity (**Sleight of Hand**) check.

Magnifying Glass (100 GP)

A Magnifying Glass grants **Advantage** on any ability check made to appraise or inspect a highly detailed item. Lighting a fire with a Magnifying Glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite.

Manacles (2 GP)

As a **Utilize** action, you can use Manacles to bind an unwilling Small or Medium creature within 5 feet of yourself that has the **Grappled**, **Incapacitated**, or **Restrained** condition if you succeed on a DC 13 Dexterity (**Sleight of Hand**) check. While bound, a creature has **Disadvantage** on attack rolls, and the creature is **Restrained** if the Manacles are attached to a chain or hook that is fixed in place. Escaping the Manacles requires a successful DC 20 Dexterity (**Sleight of Hand**) check as an action. Bursting them requires a successful DC 25 Strength (**Athletics**) check as an action.

Each set of Manacles comes with a key. Without the key, a creature can use **Thieves' Tools** to pick the Manacles' lock with a successful DC 15 Dexterity (**Sleight of Hand**) check.

Map (1 GP)

If you consult an accurate Map, you gain a +5 bonus to Wisdom (**Survival**) checks you make to find your way in the place represented on it.

Mirror (5 GP)

A handheld steel Mirror is useful for personal cosmetics but also for peeking around corners and reflecting light as a signal.

Net (1 GP)

When you take the **Attack** action, you can replace one of your attacks with throwing a Net. Target a creature you can see within 15 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the **Restrained** condition until it escapes. The target succeeds automatically if it is Huge or larger.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (**Athletics**) check, freeing the Restrained creature on a success. Destroying the Net (AC 10; 5 HP; Immunity to Bludgeoning, Poison, and Psychic damage) also frees the target, ending the effect.

Oil (1 SP)

You can douse a creature, object, or space with Oil or use it as fuel, as detailed below.

Dousing a Creature or an Object. When you take the **Attack** action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Dousing a Space. You can take the **Utilize** action to pour an Oil flask on level ground to cover a 5-foot-square area within 5 feet of yourself. If lit, the oil burns until the end of the turn 2 rounds from when the oil was lit (or 12 seconds) and deals 5 Fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Fuel. Oil serves as fuel for Lamps and Lanterns. Once lit, a flask of Oil burns for 6 hours in a Lamp or Lantern. That duration doesn't need to be consecutive; you can extinguish the burning Oil (as a **Utilize** action) and relight it again until it has burned for a total of 6 hours.

Paper (2 SP)

One sheet of Paper can hold about 250 handwritten words.

Parchment (1 SP)

One sheet of Parchment can hold about 250 handwritten words.

Perfume (5 GP)

Perfume comes in a 4-ounce vial. For 1 hour after applying Perfume to yourself, you have **Advantage** on Charisma (**Persuasion**) checks made to influence an **Indifferent** Humanoid within 5 feet of yourself.

Poison, Basic (100 GP)

As a Bonus Action, you can use a vial of Basic Poison to coat one weapon or up to three pieces of ammunition. A creature that takes Piercing or Slashing damage from the poisoned weapon or ammunition takes an extra 1d4 Poison damage. Once applied, the poison retains potency for 1 minute or until its damage is dealt, whichever comes first.

Pole (5 CP)

A Pole is 10 feet long. You can use it to touch something up to 10 feet away. If you must make a Strength (**Athletics**) check as part of a **High** or **Long Jump**, you can use the Pole to vault, giving yourself **Advantage** on the check.

Pot, Iron (2 GP)

An Iron Pot holds up to 1 gallon.

Potion of Healing (50 GP)

This potion is a magic item. As a Bonus Action, you can drink it or administer it to another creature within 5 feet of yourself. The creature that drinks the magical red fluid in this vial regains $2d4 + 2$ Hit Points.

Pouch (5 SP)

A Pouch holds up to 6 pounds within one-fifth of a cubic foot.

Priest's Pack (33 GP)

A Priest's Pack contains the following items: **Backpack**, **Blanket**, **Holy Water**, **Lamp**, 7 days of **Rations**, **Robe**, and **Tinderbox**.

Quiver (1 GP)

A Quiver holds up to 20 **Arrows**.

Ram, Portable (4 GP)

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

Rations (5 SP)

Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts. See "**Malnutrition**" in the [rules glossary](#) for the risks of not eating.

Robe (1 GP)

A Robe has vocational or ceremonial significance. Some events and locations admit only people wearing a Robe bearing certain colors or symbols.

Rope (1 GP)

As a **Utilize** action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (**Sleight of Hand**) check. The Rope can be burst with a successful DC 20 Strength (**Athletics**) check.

You can bind an unwilling creature with the Rope only if the creature has the **Grappled**, **Incapacitated**, or **Restrained** condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (**Acrobatics**) check as an action.

Sack (1 CP)

A Sack holds up to 30 pounds within 1 cubic foot.

Scholar's Pack (40 GP)

A Scholar's Pack contains the following items: **Backpack**, **Book**, **Ink**, **Ink Pen**, **Lamp**, 10 flasks of **Oil**, 10 sheets of **Parchment**, and **Tinderbox**.

Shovel (2 GP)

Working for 1 hour, you can use a Shovel to dig a hole that is 5 feet on each side in soil or similar material.

Signal Whistle (5 CP)

When blown as a **Utilize** action, a Signal Whistle produces a sound that can be heard up to 600 feet away.

Spell Scroll (*Cantrip*, 30 GP Level 1, 50 GP)

A *Spell Scroll* (Cantrip) or *Spell Scroll* (Level 1) is a magic item that bears the words of a cantrip or level 1 spell, respectively, determined by the scroll's creator. If the spell is on your class's spell list, you can read the scroll and cast the spell using its normal casting time and without providing any Material components.

If the spell requires a saving throw or an attack roll, the spell save DC is 13, and the attack bonus is +5. The scroll disintegrates when the casting is completed.

Spikes, Iron (1 GP)

Iron Spikes come in bundles of ten. As a **Utilize** action, you can use a blunt object, such as a **Light Hammer**, to hammer a spike into wood, earth, or a similar material. You can do so to jam a door shut or to then tie a **Rope** or **Chain** to the Spike.

Spyglass (1,000 GP)

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

String (1 SP)

String is 10 feet long. You can tie a knot in it as a **Utilize** action.

Tent (2 GP)

A Tent sleeps up to two Small or Medium creatures.

Tinderbox (5 SP)

A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a **Candle**, **Lamp**, **Lantern**, or **Torch**—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torch (1 CP)

A Torch burns for 1 hour, casting **Bright Light** in a 20-foot radius and **Dim Light** for an additional 20 feet. When you take the **Attack** action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Vial (1 GP)

A Vial holds up to 4 ounces.

**Waterskin (2 SP)**

A Waterskin holds up to 4 pints. If you don't drink sufficient water, you risk **dehydration** (see the [rules glossary](#)).

Mounts and Vehicles

A mount can help you move more quickly through the wilderness, but its primary purpose is to carry gear that would otherwise slow you down. The [Mounts and Other Animals table](#) shows each animal's carrying capacity. See [appendix B](#) for the animals' stat blocks.

Mounts and Cargo

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

Barding

Barding is armor designed for a mount. Any type of armor on the [Armor table](#) in this chapter can be purchased as barding. The cost is four times the normal cost, and it weighs twice as much.

Saddles

A saddle comes with a bit, a bridle, reins, and any other equipment needed to use the saddle. A Military Saddle gives **Advantage** on any ability check you make to remain mounted. An Exotic Saddle is required for riding an aquatic or a flying mount.

Mounts and Other Animals

Item	Carrying Capacity	Cost
Camel	450 lb.	50 GP
Elephant	1,320 lb.	200 GP
Horse, Draft	540 lb.	50 GP
Horse, Riding	480 lb.	75 GP
Mastiff	195 lb.	25 GP
Mule	420 lb.	8 GP
Pony	225 lb.	30 GP
Warhorse	540 lb.	400 GP

Tack, Harness, and Drawn Vehicles

Item	Weight	Cost
Carriage	600 lb.	100 GP
Cart	200 lb.	15 GP
Chariot	100 lb.	250 GP
Feed per day	10 lb.	5 CP

Saddle

Exotic	40 lb.	60 GP
Military	30 lb.	20 GP
Riding	25 lb.	10 GP
Sled	300 lb.	20 GP
Stabling per day	—	5 SP
Wagon	400 lb.	35 GP

Large Vehicles

The Airborne and Waterborne Vehicles table provides statistics for various types of large vehicles. The following notes apply.

Speed

A ship sailing against a strong wind moves at half speed. In a dead calm (no wind), waterborne ships can't move under sail and must be rowed. Keelboats and Rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle.

These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A Rowboat can be carried and weighs 100 pounds.

Crew

A ship larger than a Keelboat or Rowboat needs a crew of skilled hirelings (see "[Services](#)" later in this chapter) to function. The minimum number of skilled hirelings needed to crew a ship depends on the type of ship, as shown in the table.

Passengers

The table lists the number of Small and Medium passengers the ship can accommodate using hammocks. A ship outfitted with private accommodations can carry one-fifth as many passengers. A passenger usually pays 5 SP per day for a hammock, but prices can vary from ship to ship. A small private cabin usually costs 2 GP per day.

Damage Threshold

If a vehicle has a **damage threshold** (see the [rules glossary](#)), it's noted in the table.

Ship Repair

Repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 Hit Point of damage requires 1 day and costs 20 GP for materials and labor. If the repairs are made in a location where supplies and skilled labor are abundant, such as a city shipyard, the repair time and cost are halved.

Airborne and Waterborne Vehicles

Ship	Speed	Crew	Passengers	Cargo (Tons)	AC	HP	Damage Threshold	Cost
Airship	8 mph	10	20	1	13	300	—	40,000 GP
Galley	4 mph	80	—	150	15	500	20	30,000 GP
Keelboat	1 mph	1	6	1/2	15	100	10	3,000 GP
Longship	3 mph	40	150	10	15	300	15	10,000 GP
Rowboat	1½ mph	1	3	—	11	50	—	50 GP
Sailing Ship	2 mph	20	20	100	15	300	15	10,000 GP
Warship	2½ mph	60	60	200	15	500	20	25,000 GP

Services



A WIZARD AND HER FAMILIAR SPEND AN AFTERNOON SHOPPING

This section outlines services and other expenses that adventurers might spend money on.

Lifestyle Expenses

Lifestyle expenses summarize the cost of living in a fantasy world. They cover lodging, food, equipment maintenance, and other necessities.

At the start of each week or month (DM's choice), choose a lifestyle below—Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, or Aristocratic—and pay the price to sustain that lifestyle.

Lifestyles have no inherent consequences, but the DM might take them into account when determining risks or how others perceive your character.

Wretched (Free)

You survive via chance and charity. You're often exposed to natural dangers as a result of sleeping outside.

Squalid (1 SP per Day)

You spend the bare minimum for your necessities. You might be exposed to unhealthy conditions and opportunistic criminals.

Poor (2 SP per Day)

You spend frugally for your necessities.

Modest (1 GP per Day)

You support yourself at an average level.

Comfortable (2 GP per Day)

You spend modestly for your necessities and enjoy a few luxuries.

Wealthy (4 GP per Day)

You're accustomed to the finer things in life and might have servants.

Aristocratic (10 GP per Day)

You pay for the best and might have a staff that supports your lifestyle. Others notice your wealth and might encourage you to share it, either legally or otherwise.

Food, Drink, and Lodging

The Food, Drink, and Lodging table gives prices for food and a single night's lodging. Prices for daily lodging and meals are included in your lifestyle's expenses.

Food, Drink, and Lodging

Item	Cost
Ale (mug)	4 CP
Bread (loaf)	2 CP
Cheese (wedge)	1 SP
<i>Inn Stay per Day</i>	
Squalid	7 CP
Poor	1 SP
Modest	5 SP
Comfortable	8 SP
Wealthy	2 GP
Aristocratic	4 GP
<i>Meal</i>	

Item	Cost
Squalid	1 CP
Poor	2 CP
Modest	1 SP
Comfortable	2 SP
Wealthy	3 SP
Aristocratic	6 SP
<i>Wine (bottle)</i>	
Common	2 SP
Fine	10 GP

Travel

Drivers or crew hired to conduct passengers to their destinations charge the rates on the Travel table, plus any tolls or additional expenses.

Travel

Service	Cost
Coach ride between towns	3 CP per mile
Coach ride within a city	1 CP per mile
Road or gate toll	1 CP
Ship's passage	1 SP per mile

Hirelings

Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, an artisan, a scribe, or the like. The pay shown on the Hirelings table is a minimum; some expert hirelings require more pay. Untrained hirelings are hired for work that requires no particular proficiencies; they include laborers and porters.

Hirelings

Service	Cost
Skilled hireling	2 GP per day
Untrained hireling	2 SP per day
Messenger	2 CP per mile

Spellcasting

Most settlements contain individuals who are willing to cast spells in exchange for payment. If a spell has expensive components, add the cost of those components to the cost listed in the Spellcasting Services table. The higher the level of a desired spell, the harder it is to find someone to cast it.

Spellcasting Services

Spell Level	Availability	Cost
Cantrip	Village, town, or city	30 GP
1	Village, town, or city	50 GP

Spell Level	Availability	Cost
2	Village, town, or city	200 GP
3	Town or city only	300 GP
4–5	Town or city only	2,000 GP
6–8	City only	20,000 GP
9	City only	100,000 GP

Magic Items

Adventures hold the promise—but not a guarantee—of finding magic items. Hundreds of magic items are detailed in the *Dungeon Master's Guide*, since the DM decides when you find such an item. Here's what you need to know about using magic items.

Identifying a Magic Item

Some magic items are indistinguishable from their nonmagical counterparts, while others are conspicuously magical. Handling a magic item is enough to give you a sense that it is extraordinary, but learning a magic item's properties isn't automatic.

The *Identify* spell is the fastest way to reveal an item's properties. Alternatively, you can focus on one magic item during a **Short Rest** while being in physical contact with the item. At the end of the rest, you learn its properties and how to use them (but not any curse the item might bear).

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched inside the band, or a feathered design might hint that it's a *Ring of Feather Falling*.

Wearing or experimenting with an item can also offer hints about its properties. In the specific case of Potions, a little taste is enough to tell the taster what a potion does. Other items might require more experimentation. For example, if your character puts on a *Ring of Swimming*, the DM might say, "Your movement feels strangely fluid." Perhaps you then dive into a river to see what happens. The DM would then say you swim unexpectedly well.

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Attune during a Short Rest

Attuning to an item requires you to spend a **Short Rest** focused on only that item while being in physical contact with it (this can't be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More Than Three Items

You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one *Ring of Protection* at a time.

Ending Attunement

Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than 100 feet away for at least 24 hours, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another **Short Rest** focused on the item unless the item is cursed.

Wearing and Wielding Items

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on feet, gloves on hands, hats and helmets on a head, and rings on a finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

Multiple Items of the Same Kind

You can't wear more than one of certain magic items. You can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, or one cloak. The DM might make exceptions.

Paired Items

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *Boot of Striding and Springing* on one foot and a *Boot of Elvenkind* on the other foot gains no benefit from either.

Crafting Equipment

Using the rules below, characters can make nonmagical items, *Potions of Healing*, and *Spell Scrolls*.

Crafting Nonmagical Items

To craft a nonmagical item, you need tools, raw materials, and time, each of which is detailed below. If you meet the requirements, you make the item, and you can use it or sell it at its normal price.

Tools

This chapter's “Tools” section lists which tools are required to make certain items. The DM assigns required tools for items not listed there.

You must use the required tool to make an item and have proficiency with that tool. Anyone who helps you must also have proficiency with it.

Raw Materials

To make an item, you need raw materials worth half its purchase cost (round down). For example, you need 750 GP of raw materials to make Plate Armor, which sells for 1,500 GP. The DM determines whether appropriate raw materials are available.

Time

To determine how many days (working 8 hours a day) it takes to make an item, divide its purchase cost in GP by 10 (round a fraction up to a day). For example, you need 5 days to make a Heavy Crossbow, which sells for 50 GP.

If an item requires multiple days, the days needn't be consecutive.

Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the DM might allow more assistants.

Brewing Potions of Healing

A character who has proficiency with the **Herbalism Kit** can create a *Potion of Healing*. Doing so requires using that kit and 25 GP of raw material over the course of 1 day (8 hours of work).

Scribing Spell Scrolls

A spellcaster can transfer a spell to a scroll and create a *Spell Scroll*, using the rules below.

Time and Cost

Scribing a scroll takes an amount of time and money based on the level of the spell, as shown in the *Spell Scroll Costs table*. For each day of inscription, you must work for 8 hours. If a scroll requires multiple days, those days needn't be consecutive.

Prerequisites for the Scribe

To scribe a scroll, you must have proficiency in the **Arcana** skill or with **Calligrapher's Supplies** and have the spell prepared on each day of the inscription. You must also have at hand any Material components required by the spell; if the spell consumes its Material components, they are consumed only when you complete the scroll. The scroll's spell uses your spell save DC and spell attack bonus.

Cantrips

If the scribed spell is a cantrip, the version on the scroll works as if the caster were your level.

Spell Scroll Costs

Spell Level	Time	Cost
Cantrip	1 day	15 GP
1	1 day	25 GP
2	3 days	100 GP
3	5 days	150 GP
4	10 days	1,000 GP
5	25 days	1,500 GP
6	40 days	10,000 GP
7	50 days	12,500 GP
8	60 days	15,000 GP
9	120 days	50,000 GP

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