Добавляемые в игру Кормир предметы.

Краткий перечень и описание

Table 1 New items

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| ITEM | COST | WEIGHT | Description |
| Black Suit | 30 gp | 1 lb. | This very tight-fitting garment is made of black silk. It is used by rogues and infiltrators when sneaking around at night. Wearing the suit allows you to try to hide when you are lightly obscured from the creature from which you are hiding. However, the bodysuit provides no benefit if you wear other clothing or armor, other than belts, pouches, scabbards, or bandoleers, on top of it. |
| Finger Blades | 20 gp | — | These are very short razor-sharp blades that fit over the fingers. They are used to cut through purse strings or garments and grant advantage on Dexterity (Sleight of Hand) checks to do so. They are too short to be used as effective weapons, causing only scratches at most. |
| Listening Cone | 20 gp | 1 lb. | This device is made for listening through doors and other solid surfaces. It provides advantage on Wisdom (Perception) checks made to listen through a door or some other relatively thin, solid obstacles. The DM can decide if the cone is ineffective on certain surfaces, such as solid stone. |
| Smoke Stick | 20 gp | ½ lb. | This stick produces a thick plume of smoke when ignited with flame. You can hold on to the stick or throw it to a point up to 20 feet away as part of the action used to ignite it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The smoke persist for 1 minute and then dissipates. |
| Canesword | 50 gp | 4 lb. | While sheathed, this weapon appears to be just a regular, if slightly heavier than normal, gentleman's cane. However, by releasing a hidden catch, the user can draw the blade hidden inside (1d6 piercing, finesse, light). |
| Ghillie Suit | 50 gp | 4 lb. | This suit is made of loose strips of green cloth, often looking like moss or grass from a distance. It is used by hunters when lying in wait in natural environments. Wearing the suit allows you to try to hide when you are only lightly obscured by foliage and cannot be worn with other clothing or armor. |
| Swimming Gear | 15 gp | 5 lb. | This consists of a snorkel, crude goggles, flippers, and occasionally a skintight suit. It grants advantage on Strength (Athletics) checks made while swimming and cannot be worn with other clothing or armor. |
| Bowstring (5) | 2 gp | - |  |
| Bone Needle (5) | 3 cp | — | A standard knitting needle made from bone, about an inch or two in length. |
| Steel Needle (1) | 1 sp | — | A standard knitting needle made from steel, about an inch or two in length. |
| Cotton Thread (30 feet) | 5 sp | 2 lb. | 30 feet of cotton thread used for sewing / knitting. |
| Leather Cord (15 feet) | 1 gp | 4 lb. | 15 feet of leather cord used by leather workers and tailors. |
| Cloak, Canvas | 7 sp | 3 lb. | A unlined travelers cloak made of canvas or light cotton fabric. Common colors are black, brown or grey, but other colors are also available. It covers your entire torso and ends at the knee. This can be worn over clothes and armor. |
| Cloak, Leather | 2 gp | 5 lb. | A unlined travelers cloak made of leather. Common colors are black, brown or grey, but other colors are also available. It covers your entire torso and ends at the knee. This can be worn over clothes and armor. |
| Cloak, Leather, Lined | 4 gp | 7 lb. | A travelers cloak made of leather and lined with fur. At the DMs discretion, you don't have to make saving throws against the effects of Extreme Cold, as described in the DMG (p. 109). Common colors are black, brown or grey, but other colors are also available. It covers your entire torso and ends at the knee. This can be worn over clothes and armor. |