

# Resting

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Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest-time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

## Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

# Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

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# The Environment

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By its nature, adventuring involves delving into places that are

dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

## **Falling**

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

## **Suffocating**

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## **Vision and Light**

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

**Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

## **Blindsight**

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this

sense.

## **Darkvision**

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

## **Truesight**

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane.

## **Food and Water**

Characters who don't eat or drink suffer the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

### **Food**

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of

each day beyond that limit, a character automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.

## **Water**

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

## **Interacting with Objects**

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks

much like creatures can. The GM determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

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## Time

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In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more

appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road from Baldur's Gate to Waterdeep, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

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## Adventuring Gear

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

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

**Alchemist's Fire.** This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a



creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

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

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

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

**Block and Tackle.** A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

**Book.** A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook (described later in this section).

**Caltrops.** As an action, you can spread a bag of caltrops to cover a square area that is 5 feet on a side. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw

or stop moving this turn and take 1 piercing damage. Taking this damage reduces the creature's walking speed by 10 feet until the creature regains at least 1 hit point. A creature moving through the area at half speed doesn't need to make the save.

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

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

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

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

**Climber's Kit.** A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

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

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

**Druidic Focus.** A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object

incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

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

**Healer's Kit.** This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

**Holy Symbol.** A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

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

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

**Hunting Trap.** When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must

succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

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

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

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

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

**Magnifying Glass.** This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.

**Manacles.** These metal restraints can bind a Small or Medium

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

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

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

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

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

**Pouch.** A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described earlier in this section).

**Quiver.** A quiver can hold up to 20 arrows.

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

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

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

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

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

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

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

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

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

## Adventuring Gear Tables

### Ammunition

Item	Cost	Weight
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1 1/2 lb.
Sling bullets (20)	4 cp	1 1/2 lb.

### Arcane focus

Item	Cost	Weight
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.

### Druidic focus

Item	Cost	Weight
Sprig of mistletoe	1 gp	–
Totem	1 gp	–
Wooden staff	5 gp	4 lb.

Item	Cost	Weight
Yew wand	10 gp	1 lb.

## Holy Symbol

Item	Cost	Weight
Amulet	5 gp	1 lb.
Emblem	5 gp	–
Reliquary	5 gp	2 lb.

## Adventuring Gear

Item	Cost	Weight
Abacus	2 gp	2 lb.
Acid (vial)	25 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
Antitoxin (vial)	50 gp	–
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Barrel	2 gp	70 lb.
Basket	4 sp	2 lb.
Bedroll	1 gp	7 lb.
Bell	1 gp	–
Blanket	5 sp	3 lb.
Block and tackle	1 gp	5 lb.
Book	25 gp	5 lb.
Bottle, glass	2 gp	2 lb.
Bucket	5 cp	2 lb.
Caltrops (bag of 20)	1 gp	2 lb.



<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Candle	1 cp	–
Case, crossbow bolt	1 gp	1 lb.
Case, map or scroll	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.
Chalk (1 piece)	1 cp	–
Chest	5 gp	25 lb.
Climber's kit	25 gp	12 lb.
Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Fishing tackle	1 gp	4 lb.
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's kit	5 gp	3 lb.
Holy water (flask)	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1 ounce bottle)	10 gp	–
Ink pen	2 cp	–
Jug or pitcher	2 cp	4 lb.
Ladder (10 foot)	1 sp	25 lb.

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Lamp	5 sp	1 lb.
Lantern, bullseye	10 gp	2 lb.
Lantern, hooded	5 gp	2 lb.
Lock	10 gp	1 lb.
Magnifying glass	100 gp	–
Manacles	2 gp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Paper (one sheet)	2 sp	–
Parchment (one sheet)	1 sp	–
Perfume (vial)	5 gp	–
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	100 gp	–
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	50 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Ram, portable	4 gp	35 lb.
Rations (1 day)	5 sp	2 lb.
Robes	1 gp	4 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Rope, silk (50 feet)	10 gp	5 lb.
Sack	1 cp	1/2 lb.

Item	Cost	Weight
Scale, merchant's	5 gp	3 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Signet ring	5 gp	—
Soap	2 cp	—
Spellbook	50 gp	3 lb.
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,000 gp	1 lb.
Tent, two-person	2 gp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial	1 gp	—
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

## Container Capacity

Container	Capacity
Backpack*	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	1 1/2 pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet/300 pounds gear
Flask or tankard	1 pint liquid

Container	Capacity
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	1/5 cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

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

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## Armor

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

The Armor table shows the cost, weight, and other properties of the common types of armor worn in fantasy gaming worlds.

**Armor Proficiency.** Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

**Armor Class (AC).** Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

**Heavy Armor.** Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

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

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

## Light Armor

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

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

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

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

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## Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

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

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

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

**Breastplate.** This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms

relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

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

## Heavy Armor

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

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

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

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

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

**Plate.** Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy

leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

## Armor Table

Light Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Padded	5 gp	11 + Dex modifier	-	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	-	-	10 lb.
Studded leather	45 gp	12 + Dex modifier	-	-	13 lb.
Medium Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Hide	10 gp	12 + Dex modifier (max 2)	-	-	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	-	-	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	-	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	-	-	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	-	Disadvantage	40 lb.



Heavy Armor		Cost	Armor Class (AC)	Strength	Stealth	Weight
Ring mail		30 gp	14	-	Disadvantage	40 lb.
Chain mail		75 gp	16	Str 13	Disadvantage	55 lb.
Splint		200 gp	17	Str 15	Disadvantage	60 lb.
Plate		1,500 gp	18	Str 15	Disadvantage	65 lb.

  

Shield	Cost	Armor Class (AC)	Strength	Stealth	Weight
Shield	10 gp	+2	-	-	6 lb.

## Getting Into and Out of Armor

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

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

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

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

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# Coins

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

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

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

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

In addition, unusual coins made of other precious metals

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

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

### Standard Exchange Rates

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

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## Equipment packs

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The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying

your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

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

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

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

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

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

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

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

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# Mounts and Vehicles

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

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

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

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

much.

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

**Vehicle Proficiency.** If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

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

## Mounts

Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.

# Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	x4	x2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Feed (per day)	5 cp	10 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

## Saddles

Item	Cost	Weight
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.

## Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph

Item	Cost	Speed
Rowboat	50 gp	1 1/2 mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2 1/2 mph

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# Tools

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

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



tools in your craft. Each type of artisan's tools requires a separate proficiency.

**Disguise Kit.** This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

**Forgery Kit.** This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

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

**Herbalism Kit.** This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

**Musical Instrument.** Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a

separate proficiency.

**Navigator's Tools.** This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

**Poisoner's Kit.** A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

**Thieves' Tools.** This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

## Tools Tables

### Artisan's tools

Item	Cost	Weight
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	8 gp	5 lb.
Carpenter's tools	15 gp	6 lb.
Cartographer's tools	5 gp	6 lb.
Cobbler's tools	1 gp	5 lb.
Cook's utensils	30 gp	8 lb.
Glassblower's tools	25 gp	5 lb.

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Jeweler's tools	6 gp	2 lb.
Leatherworker's tools	10 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.

## Gaming set

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Dice set	1 sp	–
Playing card set	5 sp	–

## Musical instrument

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.

Item	Cost	Weight
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.

## Other tools

Item	Cost	Weight
Herbalism kit	5 gp	3 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

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## Trade Goods

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

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to conduct trade along certain routes, to

send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods without using currency. The Trade Goods table shows the value of commonly exchanged goods.

## Trade Goods table

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