



CITY AND WILD

DUNGEONS  **DRAGONS**

Discover new rules and options for players and Dungeon Masters to play in urban and wild regions for the world's greatest roleplaying game

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USING THIS BOOK

To use this book you will need the three basic rulebooks (*Player's Handbook*, *Monster Manual* and *Dungeon Master's Guide*). Additionally, for a better game experience, it should be used with the *Xanathar's Guide to Everything*, specially with the downtime rules found in that book.

This is not a core rulebook, but I hope it will provide new ways to enjoy the game with rules for players and DMs to improve the urban and wild environments, to make travels more immersive and for giving more crafting options.

Its been a long way since the very first edition of this supplement (called "Wilderness Survival Guide"), and since that moment I tried to expand, improve and balance the rules you can find here.

Special thanks to all the people from the [/r/UnearthedArcana](#) for their amazing feedback, comments, and ideas that helped me to improve this book as much as possible.

ON THE COVER

Michael Gauss illustrates a ranger and a wizard from the Moon Hawks guild in a town near the mountains, ready to start a guild contract in the wilderness.

CURRENT VERSION: 2.1

Disclaimer: Aeron Drake is not responsible for the consequences of trying to hunt down an ancient red dragon in the wild without proper equipment for finishing a local guild contract. Some side effects by creating a healing potion using exotic materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

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PART 1

The City



CHAPTER 1: EQUIPMENT AND STORES



This chapter is divided in two sections. The first includes new equipment available for players and NPCs, and the second have new guidelines for stores, what items are for sale, and various stores ready to be used in the adventures.

EQUIPMENT

In this section you will find new equipment and their properties, equipment from the *Dungeon Master's Guide* and some content from the other official books. All of these are included in the stores presented in the second section.

SHIELDS

If you want more variants for the shields, you can introduce the two following options.

Buckler. This small metal shield is worn strapped to the forearm. You can wield a weapon in the same hand of the buckler, but you have a -1 penalty on attack rolls with the weapon in that hand.

Tower shield. A massive shield nearly as tall as a human. It provides the indicated bonus to your AC, and you can spend an action to use it as total cover until you make another action. The shield does not provide cover against targeted spells, and you can't use your shield hand for anything else. Due its weight, your speed is reduced by 10 feet. If you are also wearing heavy armor, you have a -2 on attack rolls.

ADVENTURING GEAR

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

Alchemical ammunition. Each of these projectiles carries a load of some alchemical essence in its hollow shaft (the sling bullets are hollow glass bullets filled with the alchemical essence). When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical ammunition, you deal an extra 1d4 damage. The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with a holy ammunition deals an extra 1d6 radiant damage instead.

Barbed wire. This is a roll of barbed steel wire designed to keep things in or out. A creature trying to cross barbed wire must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage and be restrained by the wire. A creature restrained by the barbed wire can use its action to make a Strength or Dexterity check (its choice) against the DC. On a success, it frees itself, on a failure, it takes 1d4 piercing damage. For setting up the barbed wire, it comes with a pair of thick gloves and anchor posts.

Dictionary. Inside this book you have the list of words and translations from one standard language to common. When you're reading something in the dictionary's language, you can spend 10 minutes for each page of text to translate it.

Money belt. This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to steal the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the Nutrient's quality, as shown in the Nutrients table. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

NUTRIENTS

Quality	Temporary Hit Points
Normal	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. Using an action to read the scroll allows the reader to teleport to the linked permanent teleportation circle. You must be on the same plane of existence as the teleportation circle. The scroll is consumed and you instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. In general, the portal scroll contains a brief description of where the teleportation circle is located (city, location) and if it's owned by a faction or an organization.

Purification kit. This kit is a leather pouch containing herbs and liquids. The kit has ten uses. As an action, you can expend one use of the kit to purify one pound of food or one gallon of drink, removing any poison and diseases.

Shield	Cost	Armor Class (AC)	Strength	Stealth	Weight
Buckler	8 gp	+1	—	—	4 lb.
Tower shield	15 gp	+3	Str 13	Disadvantage	30 lb.

NEW ADVENTURING GEAR

Adventuring Gear	Cost	Weight
<i>Alchemical ammunition</i>		
Ammunition, acid (5)	2 gp	1/2 lb.
Ammunition, cold (5)	2 gp	1/2 lb.
Ammunition, fire (5)	2 gp	1/2 lb.
Ammunition, holy (5)	2 gp	1/2 lb.
Firearm bullet, acid (5)	3 gp	1/2 lb.
Firearm bullet, cold (5)	3 gp	1/2 lb.
Firearm bullet, fire (5)	3 gp	1/2 lb.
Firearm bullet, holy (5)	3 gp	1/2 lb.
Sling bullet, acid (5)	1 gp	1/2 lb.
Sling bullet, cold (5)	1 gp	1/2 lb.
Sling bullet, fire (5)	1 gp	1/2 lb.
Sling bullet, holy (5)	1 gp	1/2 lb.
Barbed wire (50 ft.)	75 gp	35 lb.
<i>Books</i>		
Book, 50 pages	4 gp	1 lb.
Book, 100 pages	8 gp	2 lb.
Book, 200 pages	17 gp	4 lb.
Book, 300 pages	25 gp	5 lb.
Dictionary	10 gp	2 lb.
Hammock	5 gp	1 lb.
Money belt	4 gp	1 lb.
Nutrients	10 gp	1 lb.
Nutrients, Greater	40 gp	1 lb.
Nutrients, Superior	90 gp	1 lb.
Nutrients, Supreme	160 gp	1 lb.
Portal scroll	350 gp	—
Purification kit	5 gp	3 lb.
Quiver scabbard	10 gp	2 lb.
Skis and poles	15 gp	6 lb.
Speed juice	10 gp	1/2 lb.
Tent, four-person	4 gp	40 lb.
Tent, pavilion	20 gp	200 lb.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such as a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don and to remove the skis.

Speed juice. When you drink this vial of liquid, your speed increases by 10 feet for 1 hour.

Tent, pavilion. A huge open-air canopy, plus stakes, poles and ropes. It can comfortably fit twenty Medium-size humanoids underneath.

POISONS (DMG)

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins and evil creatures such as drow.

Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to Weapons, ammunition, trap Components, and other Objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

SAMPLE POISONS

Assassin's Blood (Ingested). A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Burnt Othur Fumes (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

Crawler Mucus (Contact). This poison must be harvested from a dead or Incapacitated crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is Paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Drow Poison (Injury). This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also Unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Essence of Ether (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is Unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is Blinded.

Midnight Tears (Ingested). A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Oil of Taggit (Contact). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is Unconscious. The creature wakes up if it takes damage.

Pale Tincture (Ingested). A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful Saving Throws, the effect ends and the creature can heal normally.

Purple Worm Poison (Injury). This poison must be harvested from a dead or Incapacitated Purple Worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury). This poison must be harvested from a dead or Incapacitated Giant Poisonous Snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is Incapacitated.

Truth Serum (Ingested). A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a Zone of Truth spell.

Wyvern Poison (Injury). This poison must be harvested from a dead or Incapacitated Wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

FIREARMS AND EXPLOSIVES (DMG)

If you want to model the swashbuckling style of *The Three Musketeers* and similar tales, you can introduce gunpowder weapons to your campaign that are associated with the Renaissance.

It's up to the DM to decide whether a character has proficiency with a firearm. Characters in most D&D worlds wouldn't have such proficiency. During their downtime, characters can use the training rules in the *Player's Handbook* to acquire proficiency, assuming that they have enough ammunition to keep the weapons working while mastering their use.

EXPLOSIVES

A campaign might include explosives from the Renaissance world.

Bomb. As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 fire damage.

Gunpowder. Gunpowder is chiefly used to propel a bullet out of the barrel of a pistol or musket, or it is formed into a bomb. Gunpowder is sold in small wooden kegs and in water-resistant powder horns.

Setting fire to a container full of gunpowder can cause it to explode, dealing fire damage to creatures within 10 feet of it (3d6 for a powder horn, 7d6 for a keg). A successful DC 12 Dexterity saving throw halves the damage. Setting fire to an ounce of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet.

FIREARMS AND D&D

Not every game or setting allows the use firearms or explosives. Check with your DM first to see if they're available in your current campaign or adventure.

SPECIAL COATINGS

In some cases, the adventurers might be able to coat or craft weapons using other materials in order to give new properties to their equipment. Due the complexity and expertise required, this service is generally available only on premium stores.

ADAMANTINE WEAPONS (XGTE)

Adamantine is an ultrahard metal found in meteorites and extraordinary mineral veins. In addition to being used to craft *adamantine armor*, the metal is also used for weapons.

Melee weapons and ammunition made of or coated with adamantite are unusually effective when used to break objects. Whenever an adamantite weapon or piece of ammunition hits an object, the hit is a critical hit.

The adamantite version of a melee weapon or ten pieces of ammunition costs 500 gp more than the normal version, whether the weapon or ammunition is made of the metal or coated with it.

SILVERED WEAPONS (PHB)

Some Monsters that have immunity or Resistance to nonmagical Weapons are susceptible to silver Weapons, so cautious adventurers invest extra coin to plate their Weapons with silver. You can silver a single weapon or ten pieces of Ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

NEW MAGIC ITEMS

In this section you will find new magic items for your adventures. In the part 3 of this supplement you will find some guidelines for creating your own magic items using a modular system to determine the item properties and rarity.

ALFAN'S TINDERBOX

Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a magic campfire next to it. This fire is warm and magical, and you can to use an action to close the box and douse the campfire.

ARROW OF TRACKING

Weapon (Arrow), uncommon

This magical arrows are created for tracing and hunting down creatures. When you hit a creature with this arrow, you know the exact location of the creature and the direction of movement if it's moving. The creature must be on the same plane of existence. The arrow effect last for eight hours.

BAG OF COLDING

Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself it's imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing keeping any perishable chilled and freshed. The bag can hold up to 250 pounds, not exceeding a volume of 64 cubic feet.

DRAGONBONE WEAPON

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, the target takes an extra 1d6 damage. The damage type that is determined by the kind of dragon that provided the bones (see the table). In addition,

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

DRAGONPLATE ARMOR

Armor (plate), very rare (requires attunement)

A dragonplate armor is made of the bones of one kind of dragon.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the bones (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

EBONY BOW

Weapon (longbow), very rare (requires attunement)

This dark bow was created by an old vampire in a dark ritual using the blood of his ancestor.

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you hit with an attack using this magic weapon, you deal an additional 1d6 necrotic damage and you regain hit points equal to half the total damage dealt (minimum 1).

Curse. This bow is cursed, ad becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the bow, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Every day you must drink at least a gallon of fresh humanoid blood. For each day you don't drink, you gain 1 level of exhaustion. Finishing a long rest after drinking one gallon of blood reduces your exhaustion level by 1. If you die because of exhaustion, you become a vampire spawn on the next moonlight.

ESSENCE EXTRACTION DEVICE

Wondrous Item, Uncommon

This device looks is a leather bracer with a small syringe on the side. It allows its wearer to extract a creature's essence and store it in an empty glass vial connected behind the syringe.

It has 3 charges, and it regains 1d3 expended charges daily at dawn. When you make a check for harvesting a creature, you can extract one unit of the creature's essence. Additionally, if you have a creature part, you can expend 1 charge to transform that part into one unit of the creature's essence.

EVERLASTING QUIVER

Wondrous item, rare (requires attunement)

This brown and green leather quiver with a silvered brooch on the strap has 3 charges and regains 1d3 expended charges daily at dawn. You can use a bonus action to click the brooch and expend 1 charge to create a set of 20 pieces of non-magical ammunition (arrows or bolts) inside of the quiver. The quiver can hold up to 20 pieces of ammunition, and the arrows or bolts can only be used by the character attuned to the quiver.

GHOST WEAPON

Weapon (any weapon), uncommon (requires attunement)

This spectral blades are carried by ghosts, wraiths and other incorporeal undeads. The weapon weights only 1 pound, and can be sworn only by the creature attuned to it.

A ghost weapon deals necrotic damage instead of its normal damage, and when you hit with an attack using this magic weapon, you deal an additional 2d4 necrotic damage.

GLOVES OF CRAFTING

Wondrous item, uncommon

These leather gloves have a hammer and an anvil embroidered on each palm, and allows it's owner to craft items faster. While you're wearing the gloves, you count as two characters when you craft an item, reducing the crafting time to half (rounded up).

GUARDIAN FIGURINE

Wondrous item, uncommon

This stone figurine, small enough to fit on a pocket resembles a humanoid with a spyglass and a bell. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

INSTANT WATCHTOWER

Wondrous item, uncommon

As an action, you can open the bag next to a tree to create a portable platform in one of the tree sides, giving a stable surface. When opened, the watchtower appears in the nearest unoccupied space. The platform is created up to 20 feet high, and the bag also creates a rope ladder to climb up and down. The surface has space for one medium sized creature, and when a creature use its action to close the bag, the ladder and the platform disappears until the bag is opened again.

MASK OF THE MEDUSA

Wondrous Item, Rare (requires attunement)

While wearing this mask, you can use an action to cast the *flesh to stone* spell (save DC 13). You can cast the spell twice per dawn, and you regain any expended uses daily at dawn.

SUNHALLOWED SPEAR

Weapon (spear), legendary (requires attunement by a creature of good alignment)

You gain a +3 bonus on attack and damage rolls made with this magic weapon. If you throw the spear, it flies back to your hand immediately after the attack.

When you hit with an attack using this magic weapon, you deal an additional 1d10 radiant damage. If the target is evil aligned, that creature takes an extra 1d10 radiant damage.

POTION OF MANA

Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

MANA POTIONS

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost. You can only recover 5th-level or lower expended spell slots.

SPELL SLOTS PER POINTS

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7



Potion of Mana

STORES AND BUILDINGS

This section have several lists of buildings or stores that can be used by DMs during the adventures as a quick guideline of what items or services are for sale in a particular place.

Each store is divided by type, which determines the items the store have.

SMALL

Small stores are mostly vendor carts, traveling merchants, and so on. A small store have a very limited amount of each item for sale.

BASIC

A basic store represents shops and merchant posts found in rural settlements and small towns. A basic store have only items that are daily used by the townsfolk and people nearby.

URBAN

An urban store represents the most common shops. These stores can be found in towns and cities alike, the store have an average stock of common items, and sometimes it can have a limited stock of a few rarer items.

PREMIUM

A premium store represents an exotic quality shop where the adventurers can find the rarest items. These stores are found only in the biggest cities, and they are only a few of them on each city. The stock of the rarest items sold in a premium store are limited to just a few units.

To randomly determine the stores available in a particular settlement, roll a d100 and compare the result with the following table.

STORES

d100	Store
1-10	Adventuring supplies
11-15	Alchemist/herbalist
16-25	Blacksmith/armory
26-35	General store
36-45	Hunter/leatherworker
46-50	Jeweler
51-55	Library/bookstore
56-60	Magic store
61-70	Stables/animal vendor
71-75	Tailor/clothing
76-85	Temple/faith supplies
86-90	Thieving supplies/black market vendor
91-100	Vehicles, transportation and other services

ITEM AVAILABILITY AND RESTOCKING

Even though the tables below allows DMs to randomly determine the number of each item a store have, it's up to the DM to decide if a particular item is currently available in the store.

As a general rule, the restocking occurs every week, but this could take longer for rural, travelling merchants or distant stores.

SELLING SPELL COMPONENTS

Some stores might have spell components for sale. Still, not every store have the components for all spells. In order to simplify this, the store type determines the maximum level of spells, as shown below.

- A **small store** can sell components for 1st level spells.
- A **basic store** can sell components for 3rd level spells or lower.
- An **urban store** can sell components for 5th level spells or lower.
- A **premium store** can sell components for any spell.

The **stock per store type** determines the number of spell components available for each spell level. For example, a basic store can sell components for up to 1d4 x 2 spells of 3rd level or lower.

VARIANT RULE: AVAILABLE GOLD

Even though adventures might have several items that merchants might be interested in buying, these individuals doesn't necessarily have the money to pay for everything. Here are some estimates for each store type you can use to determine if a merchant have enough money for paying and buying everything the players are willing to sell.

Store Type	Available Gold
Small	100 gp
Basic	200 gp
Urban	5,000 gp
Premium	10,000 gp

STORES BY TYPE

In the following pages you will find several tables organized by types of items, allowing DMs and players to quickly check what kind of products the adventurers can find in a store.

These tables also have columns with an estimated stock of each item per store type, which can help DMs to determine the amount of products a store have and what kind of store commonly have those items.

ADVENTURING SUPPLIES

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Armor							
Light Armor							
Padded	5 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Medium Armor							
Chain shirt	10 gp	20 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Heavy Armor							
Ring mail	30 gp	40 lb.	PHB	—	—	1d4 - 1	1d4
Shield							
Buckler	8 gp	3 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Shield	10 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Weapons							
Simple Melee Weapons							
Dagger	2 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Handaxe	5 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Quarterstaff	2 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Spear	1 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Simple Ranged Weapons							
Shortbow	25 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Martial Melee Weapons							
Longsword	15 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Shortsword	10 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Martial Ranged Weapons							
Longbow	50 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Net	1 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Adventuring Gear							
Ammunition							
Arrows (20)	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Backpack	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Bedroll	1 gp	7 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Case, map or scroll	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Climber's kit	25 gp	12 lb.	PHB	—	—	1d4	1d4 + 1
Clothes, traveler's	2 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Crowbar	2 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Fishing tackle	1 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Grappling hook	2 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Hammock	5 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2

ADVENTURING SUPPLIES (CONTINUATION)

Item	Cost	Weight	Source	— Stock per Store Type —			
				Small	Basic	Urban	Premium
Healer's kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Hunting trap	5 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Lamp	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Lantern, bullseye	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Lantern, hooded	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Mess kit	2 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pick, miner's	2 gp	10 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Piton	5 cp	1/4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pole (10-foot)	5 cp	7 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Pot, iron	2 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
<i>Potion of healing</i>	50 gp	1/2 lb.	PHB	—	—	1d4	1d4 + 2
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Purification kit	5 gp	3 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Quiver	1 gp	5 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Quiver scabbard	10 gp	2 lb.	PHB	—	—	1d4 - 1	1d4
Rations (1 day)	5 sp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, silk (50 feet)	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Shovel	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Signal whistle	5 cp	—	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Skis and poles	15 gp	6 lb.	PHB	—	—	1d4	1d4 + 1
Spyglass	1,000 gp	1 lb.	PHB	—	—	1d4 - 1	1d4
Tent, four-person	4 gp	40 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Tent, two-person	2 gp	20 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Tent, pavilion	20 gp	200 lb.	CAW	—	—	1d4 - 1	1d4
Tinderbox	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Torch	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Waterskin	2 sp	5 lb. (full)	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Whetstone	1 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Tools							
<i>Artisan's Tools</i>							
Cartographer's tools	15 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Navigator's tools	25 gp	2 lb.	PHB	—	—	1d4 - 1	1d4
Miscellaneous							
Bit and bridle	2 gp	1 lb.					
<i>Saddle</i>							
Saddle, riding	10 gp	25 lb.					
Saddlebags	4 gp	8 lb.					

ALCHEMIST/HERBALIST

Item	Cost	Weight	Source	— Stock per Store Type —			
				Small	Basic	Urban	Premium
Acid (vial)	25 gp	1 lb.	PHB	1d4 - 1	1d4 x 2	1d4 x 3	1d4 x 5
Alchemist's fire (flask)	50 gp	1 lb.	PHB	—	1d4 - 1	1d4 x 2	1d4 x 5
<i>Alchemical Ammunition</i>							
Arrows/bolts, acid (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows/bolts, cold (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Arrows/bolts, fire (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Firearm bullet, acid (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, cold (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Firearm bullet, fire (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Sling bullets, acid (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, cold (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Sling bullets, fire (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Antitoxin (vial)	50 gp	—	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Component pouch	25 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Healer's kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Jug or pitcher	2 cp	4 lb.	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 5
Nutrients (vial)	10 gp	1 lb.	CAW	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Nutrients, greater (vial)	40 gp	1 lb.	CAW	—	1d4 - 1	1d4 + 1	1d4 + 3
Nutrients, superior (vial)	160 gp	1 lb.	CAW	—	—	1d4 - 1	1d4 + 1
Nutrients, supreme (vial)	350 gp	1 lb.	CAW	—	—	—	1d4
Oil (flask)	1 sp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Perfume (vial)	5 gp	—	PHB	—	—	1d4	1d4 + 2
Poison, basic (vial)	100 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
<i>Potion of healing</i>	50 gp	1/2 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Purification kit	5 gp	3 lb.	CAW	—	1d4	1d4 + 2	1d4 + 4
Speed juice (vial)	120 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 1
Vial	1 gp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5

Tools

Artisan's Tools

Alchemist's supplies	50 gp	8 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Herbalism kit	5 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2

Miscellaneous

Alchemical reagents	Varies	Varies	CAW	1d4	1d4 + 2	1d4 + 5	1d4 + 7
Spell components	See spell	—	PHB	1d4 - 1	1d4 + 2	1d4 + 4	1d4 + 5

BLACKSMITH/ARMORY

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Armor							
Medium Armor							
Chain shirt	10 gp	20 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Scale mail	50 gp	45 lb.	PHB	—	—	1d4	1d4 + 1
Breastplate	400 gp	20 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Half plate	750 gp	40 lb.	PHB	—	—	1d4	1d4 + 1
Heavy Armor							
Ring mail	30 gp	40 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Chain mail	75 gp	55 lb.	PHB	—	—	1d4	1d4 + 1
Splint	200 gp	60 lb.	PHB	—	—	1d4	1d4 + 1
Plate	1,500 gp	65 lb.	PHB	—	—	1d4 - 1	1d4
Shield							
Buckler	8 gp	3 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Shield	10 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Tower shield	20 gp	30 lb.	CAW	—	—	1d4	1d4 + 1
Weapons							
Simple Melee Weapons							
Dagger	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Handaxe	5 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Javelin	5 sp	2 lb.	PHB	1d4	1d4 - 1	1d4 + 2	1d4 + 3
Light hammer	2 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Mace	5 gp	4 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Sickle	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Spear	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Simple Ranged Weapons							
Crossbow, light	25 gp	5 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Dart	5 cp	1/4 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 x 3
Martial Melee Weapons							
Battleaxe	10 gp	4 lb.	PHB	—	—	1d4 + 1	1d4 + 2
Flail	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Glaive	20 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Greataxe	30 gp	7 lb.	PHB	—	—	1d4	1d4 + 1
Greatsword	50 gp	6 lb.	PHB	—	—	1d4	1d4 + 1
Halberd	20 gp	6 lb.	PHB	—	—	1d4	1d4 + 1
Lance	10 gp	6 lb.	PHB	—	—	1d4 - 1	1d4
Longsword	15 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Maul	10 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Morningstar	15 gp	4 lb.	PHB	—	—	1d4	1d4 + 1

BLACKSMITH/ARMORY (CONTINUATION)

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Martial Melee Weapons							
Pike	5 gp	18 lb.	PHB	—	—	1d4 - 1	1d4
Rapier	25 gp	2 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Scimitar	25 gp	3 lb.	PHB	—	—	1d4	1d4 + 1
Shortsword	10 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Trident	5 gp	4 lb.	PHB	—	—	1d4	1d4 + 1
War pick	5 gp	2 lb.	PHB	—	—	1d4	1d4 + 1
Warhammer	15 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Martial Ranged Weapons							
Crossbow, hand	75 gp	3 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Crossbow, heavy	50 gp	18 lb.	PHB	—	—	1d4	1d4 + 2
Musket	500 gp	10 lb.	DMG	—	—	—	1d4
Pistol	250 gp	3 lb.	DMG	—	—	—	1d4
Explosives							
Bomb	150 gp	1 lb.	DMG	—	—	—	1d4
Gunpowder, keg	250 gp	20 lb.	DMG	—	—	—	1d4
Gunpowder, powder horn	35 gp	2 lb.	DMG	—	—	—	1d4 + 2
Adventuring Gear							
Ammunition							
Bullets (10)	3 gp	2 lb.	DMG	—	—	—	1d4 + 2
Crossbow bolts (20)	1 gp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Barbed wire (50 ft.)	75 gp	35 lb.	CAW	—	—	1d4 + 1	1d4 + 3
Block and tackle	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Case, crossbow bolt	1 gp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Chain (10 feet)	5 gp	10 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 5
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Hammer, sledge	2 gp	10 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 3
Lock	10 gp	1 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Manacles	2 gp	6 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Quiver scabbard	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Spikes, iron (10)	1 gp	5 lb.	PHB	—	—	1d4	1d4 + 3
Whetstone	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Tools							
Artisan's Tools							
Smith's tools	20 gp	8 lb	PHB	—	1d4 - 1	1d4	1d4 + 1
Tinker's tools	50 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Miscellaneous							
Special materials*	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2

* Minerals only.

GENERAL STORE

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Abacus	2 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Barrel	2 gp	70 lb	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Basket	4 sp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Bell	1 gp	—	PHB	—	1d4	1d4 + 1	1d4 + 2
Blanket	5 sp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Bucket	5 cp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Candle	1 cp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Chalk (1 piece)	1 cp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Chest	5 gp	25 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Clothes, common	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, fine	15 gp	6 lb.	PHB	—	—	1d4	1d4 + 3
Flask or tankard	2 cp	1 lb.	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 6
Hammer	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Hourglass	25 gp	1 lb.	PHB	—	—	1d4	1d4 + 2
Ink (1 ounce bottle)	10 gp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Ink pen	2 cp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Jug or pitcher	2 cp	4 lb.	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 5
Ladder (10-foot)	1 sp	25 lb.	PHB	—	1d4	1d4 + 2	1d4 + 3
Lamp	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Lantern, bullseye	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Lantern, hooded	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Lock	10 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2
Magnifying glass	100 gp	—	PHB	—	—	1d4 - 1	1d4
Mess kit	2 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Mirror, steel	5 gp	1/2 lb.	PHB	—	—	1d4	1d4 + 1
Money belt	4 gp	1 lb.	CAW	—	—	1d4 - 1	1d4
Oil (flask)	1 sp	1 lb.	PHB	—	1d4	1d4 + 2	1d4 + 5
Paper (one sheet)	2 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Parchment (one sheet)	1 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Pick, miner's	2 gp	10 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pole (10-foot)	5 cp	7 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Pot, iron	2 gp	10 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Rope, silk (50 feet)	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 2

GENERAL STORE (CONTINUATION)

Item	Cost	Weight	Source	Small	— Stock per Store Type —		
					Basic	Urban	Premium
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Scale, merchant's	5 gp	3 lb.	PHB	—	—	1d4	1d4 + 1
Sealing wax	5 sp	—	PHB	—	—	1d4	1d4 + 1
Shovel	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Soap	2 cp	—	PHB	—	1d4 - 1	1d4 + 1	1d4 + 3

Tools

Artisan's Tools

Brewer's supplies	20 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Carpenter's tools	8 gp	6 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Cobbler's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Cook's utensils	1 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Glassblower's tools	30 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Mason's tools	10 gp	8 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Painter's supplies	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Potter's tools	10 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weaver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Woodcarver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1

Gaming Set

Dice set	1 sp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Dragonchess set	1 gp	1/2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Playing card set	5 sp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Three-Dragon Ante set	1 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1

Trade goods

1 sq. yd. of cotton cloth	5 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Cinnamon	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Cloves	3 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Copper	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Flour	2 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Ginger	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Gold	50 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Iron	5 gp	1 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Pepper	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Saffron	15 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Salt	5 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Silver	5 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Wheat	1 cp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5

HUNTER/LEATHERWORKER

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
— Stock per Store Type —							
Armor							
<i>Light Armor</i>							
Padded	5 gp	8 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Leather	10 gp	10 lb.	PHB	—	—	1d4	1d4 + 1
Studded leather	45 gp	13 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
<i>Medium Armor</i>							
Hide	10 gp	12 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weapons							
<i>Simple Melee Weapons</i>							
Club	1 sp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Dagger	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Greatclub	2 sp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Handaxe	5 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Javelin	5 sp	2 lb.	PHB	1d4	1d4 - 1	1d4 + 2	1d4 + 3
Spear	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
<i>Simple Ranged Weapons</i>							
Shortbow	25 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Sling	1 sp	—	PHB	1d4	1d4 + 2	1d4 + 3	1d4 + 4
<i>Martial Melee Weapons</i>							
Longsword	15 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Shortsword	10 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Whip	2 gp	3 lb.	PHB	—	1d4 - 1	1d4 + 2	1d4 + 3
<i>Martial Ranged Weapons</i>							
Blowgun	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 4
Longbow	50 gp	2 lb.	PHB	—	—	1d4 + 2	1d4 + 3
Net	1 gp	3 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Adventuring Gear							
<i>Ammunition</i>							
Arrows (20)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Blowgun needles (50)	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Sling bullets (20)	4 cp	1½ lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Hunting trap	5 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Quiver	1 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Quiver scabbard	10 gp	2 lb.	PHB	—	—	1d4	1d4 + 2
Tools							
<i>Artisan's Tools</i>							
Leatherworker's tools	5 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Woodcarver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Miscellaneous							
Special materials*	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2

* Only creature parts such as skins, hides.

JEWELER Item	Cost	Weight	Source	Small	— Stock per Store Type —		
					Basic	Urban	Premium
Adventuring Gear							
Signet ring	5 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Tools							
Artisan's Tools							
Jeweler's tools	25 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Trade goods							
Copper	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Gold	50 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Iron	5 gp	1 lb.	PHB	—	1d4	1d4 + 1	1d4 + 3
Platinum	500 gp	1 lb.	PHB	—	—	1d4 - 1	1d4
Silver	5 gp	1 lb.	PHB	—	—	1d4	1d4 + 1
Gemstones							
10 gp gemstone	10 gp	1/10 lb	DMG	1d4	1d4 + 1	1d4 + 3	1d4 + 4
50 gp gemstone	50 gp	1/10 lb	DMG	1d4 - 1	1d4	1d4 + 2	1d4 + 3
100 gp gemstone	100 gp	1/10 lb	DMG	—	1d4 - 1	1d4 + 1	1d4 + 2
500 gp gemstone	500 gp	1/10 lb	DMG	—	—	1d4	1d4 + 1
1,000 gp gemstone	1,000 gp	1/10 lb	DMG	—	—	1d4 - 1	1d4
5,000 gp gemstone	5,000 gp	1/10 lb	DMG	—	—	—	1d4 - 1
Art Objects							
25 gp art object	25 gp	varies	DMG	1d4 - 1	1d4	1d4 + 2	1d4 + 3
250 gp art object	250 gp	varies	DMG	—	1d4 - 1	1d4 + 1	1d4 + 2
750 gp art object	750 gp	varies	DMG	—	—	1d4	1d4 + 1
2,500 gp art object	2,500 gp	varies	DMG	—	—	1d4 - 1	1d4
7,500 gp art object	7,500 gp	varies	DMG	—	—	—	1d4 - 1
Miscellaneous							
Spell components*	See spell	—	PHB	1d4 - 1	1d4 + 2	1d4 + 4	1d4 + 5
Special materials**	Varies	Varies	CAW	1d4 - 3	1d4 - 2	1d4	1d4 + 1

* Gems, gem dust/powder, and jewels-like components only.

** Minerals only.

LIBRARY/BOOKSTORE

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Books							
Book (50 pages)	4 gp	1 lb.	CAW	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Book (100 pages)	8 gp	2 lb.	CAW	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Book (200 pages)	17 gp	4 lb.	CAW	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Book (300 pages)	25 gp	5 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Candle	1 cp	—	PHB	—	1d4 - 1	1d4	1d4 + 1
Case, map or scroll	1 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Dictionary	10 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Ink (1 ounce bottle)	10 gp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Ink pen	2 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Paper (one sheet)	2 sp	—	PHB	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Parchment (one sheet)	1 sp	—	PHB	1d4 + 2	1d4 + 5	1d4 + 7	1d4 + 9
Portal scroll	350 gp.	—	CAW	—	—	1d4 - 1	1d4
Spellbook	50 gp	3 lb.	PHB	—	—	1d4 - 1	1d4
Magic Items*							
Common	(1d6 + 1) x 10 gp	Varies	Varies	—	—	1d4 - 1	1d4
Uncommon	1d6 x 100 gp	Varies	Varies	—	—	1d4 - 2	1d4 - 1
Rare	2d10 x 1,000 gp	Varies	Varies	—	—	1d4 - 3	1d4 - 2
Very Rare	(1d4 + 1) x 10,000 gp	Varies	Varies	—	—	—	1d4 - 3

* Only magic scrolls and books. The price is halved for a consumable item like a potion or scroll. Source: Xanatar's Guide to Everything (p.126).

MAGIC STORE

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Arcane Focus							
Crystal	10 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Orb	20 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Rod	10 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Staff	5 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Wand	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Books							
Book, arcane (50 pages)	4 gp	1 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Book, arcane (100 pages)	8 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Book, arcane (200 pages)	17 gp	4 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Book, arcane (300 pages)	25 gp	5 lb.	CAW	—	—	1d4 - 1	1d4
Bottle, glass	2 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Case, map or scroll	1 gp	1 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Component pouch	25 gp	2 lb.	PHB	1d4	1d4 + 2	1d4 + 5	1d4 + 6
Druidic Focus							
Sprig of mistletoe	1 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Totem	1 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Wooden staff	5 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Yew wand	10 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Flask or tankard	2 cp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Ink (1 ounce bottle)	10 gp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Ink pen	2 cp	—	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Paper (one sheet)	2 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Parchment (one sheet)	1 sp	—	PHB	1d4 - 1	1d4	1d4 + 5	1d4 + 6
Potion of healing	50 gp	1/2 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Portal scroll	350 gp.	—	CAW	—	—	1d4 - 1	1d4
Pouch	5 sp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Spellbook	50 gp	3 lb.	1d4 - 1	1d4	1d4 + 2	1d4 + 4	
Vial	1 gp	—	PHB	1d4	1d4 + 2	1d4 + 4	1d4 + 5
Miscellaneous							
Spell components	See spell	—	PHB	1d4 - 1	1d4 + 2	1d4 + 4	1d4 + 5
Spellcasting Services*							
Identify	20 gp	—	PHB	A	A	A	A
Divination	210 gp	—	PHB	—	—	A	A

* The number of spells available to be cast as a service is limited to a maximum of three per day total, unless otherwise noted. The "A" under the Stock per Store Type determines which spells are available in each store type.

MAGIC STORE (CONTINUATION)

Item	Cost*	Weight	Source	Small	Basic	Urban	Premium
Magic Items							
Common	(1d6 + 1) x 10 gp	Varies	Varies	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Uncommon	1d6 x 100 gp	Varies	Varies	1d4 - 2	1d4 - 1	1d4	1d4 + 1
Rare	2d10 x 1,000 gp	Varies	Varies	—	—	1d4 - 2	1d4
Very Rare	(1d4 + 1) x 10,000 gp	Varies	Varies	—	—	1d4 - 3	1d4 - 2
Legendary	2d6 x 25,000 gp	Varies	Varies	—	—	—	1d4 - 3

* The price is halved for a consumable item like a potion or scroll. Source: Xanatar's Guide to Everything (p.126).

SPELL SCROLLS

Spell Level	Rarity	Spell Level	Rarity
Cantrip	Common	5th	Rare
1st	Common	6th	Very rare
2nd	Uncommon	7th	Very rare
3rd	Uncommon	8th	Very rare
4th	Rare	9th	Legendary

POTIONS

Potion	Rarity	Source
Elixir of health	Rare	DMG
Oil of etherealness	Rare	DMG
Oil of sharpness	Very rare	DMG
Oil of slipperiness	Uncommon	DMG
Philter of love	Uncommon	DMG
Potion of animal friendship	Uncommon	DMG
Potion of clairvoyance	Rare	DMG
Potion of climbing	Common	DMG
Potion of diminution	Rare	DMG
Potion of fire breath	Uncommon	DMG
Potion of flying	Very rare	DMG
Potion of gaseous form	Rare	DMG
<i>Potion of giant strength</i>		
Hill giant	Uncommon	DMG
Frost/stone giant	Rare	DMG
Fire	Rare	DMG
Cloud	Very rare	DMG
Storm	Legendary	DMG
Potion of growth	Uncommon	DMG
<i>Potion of healing</i>		
Healing	Common	DMG
Greater healing	Uncommon	DMG
Superior healing	Rare	DMG
Supreme healing	Very rare	DMG

POTIONS (CONTINUATION)

Potion	Rarity	Source
Potion of heroism	Rare	DMG
Potion of invisibility	Very rare	DMG
Potion of invulnerability	Rare	DMG
Potion of longevity	Very rare	DMG
<i>Potion of mana</i>		
Mana	Uncommon	CAW
Greater mana	Rare	CAW
Superior mana	Very rare	CAW
Potion of mind reading	Rare	DMG
Potion of poison	Uncommon	DMG
Potion of resistance	Uncommon	DMG
Potion of speed	Very rare	DMG
Potion of vitality	Very rare	DMG
Potion of water breathing	Uncommon	DMG

STABLES/ANIMALS VENDOR

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Mounts and Other Animals*							
Camel	50 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Chicken	2 cp	Varies	PHB	1d4 - 1	1d4 + 1	1d4 + 3	1d4 + 5
Cow	10 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Donkey or mule	8 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Elephant	200 gp	Varies	PHB	—	—	1d4 - 2	1d4 - 1
Goat	1 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Horse, draft	50 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Horse, riding	75 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Mastiff	25 gp	Varies	PHB	1d4 - 2	1d4 - 1	1d4	1d4 + 1
Ox	15 gp	Varies	PHB	—	1d4 - 1	1d4	1d4 + 1
Pony	30 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Pig	3 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Sheep	2 gp	Varies	PHB	—	1d4	1d4 + 1	1d4 + 2
Tiny beast, common (e.g. cat, raven)	5 cp	Varies	Varies	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Tiny beast, exotic (e.g. parrot, monkey)	5 gp	Varies	Varies	—	—	1d4 - 1	1d4
Warhorse	400 gp	Varies	PHB	—	—	1d4 - 2	1d4 - 1
Tack, Harness							
Barding	x4	x2	PHB	—	—	1d4	1d4 + 1
Bit and bridle	2 gp	1 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Feed (per day)	5 cp	10 lb.	PHB	1d4 + 1	1d4 + 3	1d4 + 5	1d4 + 7
Saddle							
Exotic	60 gp	40 lb.	PHB	—	—	—	1d4 - 1
Military	20 gp	30 lb.	PHB	—	—	1d4	1d4 + 1
Pack	5 gp	15 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4

* Some animals might be only available in particular regions or areas.

TAILOR/CLOTHING

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Clothes, common	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, costume	5 gp	4 lb.	PHB	—	1d4 - 1	1d4 + 5	1d4 + 7
Clothes, fine	15 gp	6 lb.	PHB	—	—	1d4	1d4 + 3
Clothes, traveler's	2 gp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Robes	1 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Tools							
Artisan's Tools							
Cobbler's tools	5 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Weaver's tools	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Trade goods							
1 sq. yd. of canvas	1 sp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
1 sq. yd. of cotton cloth	5 sp	4 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
1 sq. yd. of linen	5 gp	4 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
1 sq. yd. of silk	10 gp	4 lb.	PHB	—	—	1d4	1d4 + 1
Miscellaneous							
Special materials*	Varies	Varies	CAW	1d4 - 2	1d4 - 1	1d4 + 1	1d4 + 2

* Only non-minerals, such as parts such as linen and textiles.

TEMPLE/FAITH SUPPLIES

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Alchemical Amunition							
Arrows/bolts, holy (5)	2 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Firearm bullet, holy (5)	3 gp	1/2 lb.	CAW	—	—	—	1d4
Sling bullets, holy (5)	1 gp	1/2 lb.	CAW	—	—	1d4	1d4 + 2
Bell	1 gp	—	PHB				
Books							
Book, holy (50 pages)	4 gp	1 lb.	CAW	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Book, holy (100 pages)	8 gp	2 lb.	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Book, holy (200 pages)	17 gp	4 lb.	CAW	—	1d4 - 1	1d4	1d4 + 1
Book, holy (300 pages)	25 gp	5 lb.	CAW	—	—	1d4 - 1	1d4
Candle	1 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Chalk (1 piece)	1 cp	—	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Holy Symbol							
Amulet	5 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Emblem	5 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Reliquary	5 gp	2 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Holy water (flask)	25 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Robes	1 gp	4 lb.	PHB	1d4	1d4 + 3	1d4 + 5	1d4 + 7
Tools							
Artisan's Tools							
Calligrapher's tools	10 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Miscellaneous							
Spell components	See spell	—	PHB	1d4 - 1	1d4 + 2	1d4 + 4	1d4 + 5
Spellcasting Services*							
Cure wounds (1st level)	10 gp	—	PHB	A	A	A	A
Lesser restoration	40 gp	—	PHB	—	A	A	A
Prayer of healing (2nd level)	10 gp	—	PHB	—	A	A	A
Remove curse	90 gp	—	PHB	—	—	A	A
Speak with dead	90 gp	—	PHB	—	—	A	A
Greater restoration	450 gp	—	PHB	—	—	A	A
Raise dead	1,250 gp	—	PHB	—	—	—	A

* The number of spells available to be cast as a service is limited to a maximum of three per day total, unless otherwise noted. The "A" under the Stock per Store Type determines which spells are available in each store type.

THIEVING SUPPLIES/BLACK MARKET VENDOR

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Adventuring Gear							
Antitoxin (vial)	50 gp	—	PHB	1d4 - 1	1d4	1d4 + 3	1d4 + 5
Ball bearings	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Caltrops (bag of 20)	1 gp	2 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Climber's kit	25 gp	12 lb.	PHB	—	—	1d4	1d4 + 1
Clothes, common*	5 sp	3 lb.	PHB	1d4	1d4 + 1	1d4 + 5	1d4 + 7
Clothes, costume	5 gp	4 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Crowbar	2 gp	5 lb.	PHB	1d4	1d4 + 1	1d4 + 2	1d4 + 3
Grappling hook	2 gp	4 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Manacles	2 gp	6 lb.	PHB	—	—	1d4 + 2	1d4 + 5
Poison, basic (vial)	100 gp	—	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Pouch	5 sp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 3
Rope, hempen (50 feet)	1 gp	10 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 3
Sack	1 cp	1/2 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4+ 5
Spikes, iron (10)	1 gp	5 lb.	PHB	—	1d4 - 1	1d4	1d4 + 3
Vial	1 gp	—	PHB	—	1d4 - 1	1d4	1d4 + 2
Tools							
Disguise kit	25 gp	3 lb.	PHB	—	1d4 - 1	1d4	1d4 + 1
Forgery kit	15 gp	5 lb.	PHB	—	—	1d4	1d4 + 1
Poisoner's kit	50 gp	2 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Thieves' tools	25 gp	1 lb.	PHB	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Poisons**							
Assassin's blood	150 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Burnt othur fumes	500 gp	1/2 lb.	DMG	—	—	—	1d4
Crawler mucus	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Drow poison	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Essence of ether	300 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Malice	250 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Midnight tears	1,500 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Oil of taggit	400 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Pale tincture	250 gp	1/2 lb.	DMG	—	—	1d4 - 1	1d4
Purple worm poison	2,000 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Serpent venom	200 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Torpor	600 gp	1/2 lb.	DMG	—	—	—	1d4
Truth serum	150 gp	1/2 lb.	DMG	1d4 - 1	1d4	1d4 + 1	1d4 + 2
Wyvern poison	1,200 gp	1/2 lb.	DMG	—	—	—	1d4 - 1
Miscellaneous							
Alchemical reagents***	Varies	Varies	CAW	1d4 - 1	1d4	1d4 + 1	1d4 + 2

* Only dark clothes with hoods.

** The value is for one dose.

*** Only reagents used to craft poisons.

VEHICLES, TRANSPORTATION AND OTHER SERVICES

Item	Cost	Weight	Source	Small	Basic	Urban	Premium
Drawn Vehicles							
Carriage	100 gp	600 lb.	PHB	—	—	1d4	1d4 + 1
Cart	15 gp	200 lb.	PHB	—	1d4 - 1	1d4 + 1	1d4 + 2
Chariot	250 gp	100 lb.	PHB	—	—	1d4 - 1	1d4 + 1
Saddle							
Exotic	60 gp	40 lb.	PHB	—	—	—	1d4 - 1
Military	20 gp	30 lb.	PHB	—	—	1d4	1d4 + 1
Pack	5 gp	15 lb.	PHB	1d4	1d4 + 1	1d4 + 3	1d4 + 5
Riding	10 gp	25 lb.	PHB	1d4 - 1	1d4	1d4 + 2	1d4 + 4
Sled	20 gp	300 lb.	PHB	—	1d4 - 2	1d4 - 1	1d4 + 1
Wagon	35 gp	400 lb.	PHB	—	1d4 - 1	1d4 + 1	1d4 + 3
Airborne and Waterborne Vehicles							
Airship	20,000 gp	—	DMG	—	—	—	1d4 - 3
Galley	30,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Keelboat	3,000 gp	—	DMG	—	1d4 - 2	1d4 - 1	1d4
Longship	10,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Rowboat	50 gp	—	DMG	—	1d4 - 2	1d4 - 1	1d4
Sailing ship	10,000 gp	—	DMG	—	—	1d4 - 2	1d4 - 1
Warship	25,000 gp	—	DMG	—	—	—	1d4 - 2
Services*							
Coach cab							
Between towns	3 cp per mile	—	PHB	A	A	A	A
Within a city	1 cp	—	PHB	—	—	A	A
Messenger	2 cp per mile	—	PHB	—	A	A	A
Ship's passage	1 sp per mile	—	PHB	—	—	A	A

* The "A" under the Stock per Store Type determines which services are available in each store type.

AIRBORNE AND WATERBORNE VEHICLES (DMG P.119)

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

INNS AND TAVERNS

Since inns and taverns mostly sell food and rent rooms, the tables presented here have an expanded list of food and drinks separated by the inn or tavern quality. A higher quality taverns also have the food and drink from the lower quality ones.

LODGING

Inn Stay (Per Day)	Cost
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Other Services	
Feed (per day)	5 cp
Stabling (per day)	5 sp

INN/TAVERN

Item	Cost
Squalid/Poor	
<i>Food</i>	
Biscuits	2 cp
Bread, loaf	2 cp
Butter	1 cp
Clam chowder	2 cp
Crackers	1 cp
Dried meat	3 cp
Egg	1 cp
Fruit	1 cp
Vegetables, boiled	1 cp
Vegetables, soup	2 cp
<i>Drinks</i>	
Ale (mug)	4 cp
Spirit (mug)	3 cp
Water (cup)	1 cp

INN/TAVERN (CONTINUATION)

Item	Cost
Modest/Comfortable	
<i>Food</i>	
Chese, hunk	1 sp
Fruit cake	1 sp
Meat, chunk	3 sp
Pickled sausage	2 sp
Pie	1 sp
Potatoes, baked	1 sp
Rice, white	1 sp
Stew, oyster and mushroom	4 sp
Stew, beef	5 sp
Vegetables, fresh	1 sp
<i>Drinks</i>	
Cider, (mug)	6 cp
Cofee (cup)	1 sp
Fruit juice (cup)	3 cp
Hot chocolate (cup)	1 sp
Mead (mug)	8 cp
Milk (pitcher)	1 sp
Tea, (cup)	3 cp
Wine, common (pitcher)	2 sp
Wealthy/Aristocratic	
<i>Food</i>	
Cake	3 sp
Meat, mixed	5 sp
Meat, exotic	8 sp
Potatoes, spiced	3 sp
Rice, wild	3 sp
Seafood	6 sp
Vegetables, stir fry	3 sp
Yogurt	2 sp
<i>Drinks</i>	
Wine, fine (bottle)	10 gp
Ale, dwarven (mug)	4 sp
Distilled drink (bottle)	8 gp
Tea, mixed (teapot)	6 gp

CHAPTER 2: MODULAR STRUCTURES

In the *Dungeon Master's Guide* you can find some rules for building a stronghold, but those rules doesn't allow many customization options. The following rules gives characters and DMs alike new options for building a completely new structure and for customizing it with several rooms and areas. This section was inspired on the 3rd edition book called *Stronghold Builder's Guidebook*, and it will work great with the content from the *Xantathar's Guide to Everything* related to the artisan tools options and the new downtime activities.

BUILDING A STRUCTURE

A character can spend time between adventures building a structure. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter (a legal document granting permission to oversee the estate in the name of the crown), a land grant (a legal document bequeathing custody of the land to the character for as long as he or she remains loyal to the crown), or a deed (a legal document that serves as proof of ownership). Land can also be acquired by inheritance or other means.

Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or mas much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all.

BUILDING SPACE (BS)

When buying a plot of land, you need to make sure its large enough to fit all the rooms and components you want to build, but since structures aren't always the same, the **building spaces** is the way to estimate every structure size and how much the plot of land will cost. Each building space is equivalent to a 20-foot-by-20-foot room with a 10-foot-high ceiling. One building space cost 100 gp.

STRUCTURE COMPONENTS

After determining the size of your building, you can use all building spaces to add rooms and other areas to your structure. Each component uses one or more building spaces, and you cannot exceed the building spaces the plot of land have.

Each structure assume you're constructing a building with no more than two stories and no more than a single underground level. If you want to add more, you need to pay an extra 1,000 gp for each additional floor you want to add to your structure.

BUILDING TIME

Building a structure takes one workweek per 10,000 gp of the total price (2,000 gp per day). This can consider that the structure is already built and the characters just need to move in and buy all the room components.

If you think it's too fast, feel free to lower the gold pieces per day to make the building time longer.

SAMPLE STRUCTURES

In this table you can find the structures found in the *Dungeon Master's Guide*, a few others, and an estimated of the building spaces they should have.

Structure	Estimated Building Spaces
Abbey	6
Cottage	1
Guidhall	8
House	4
Keep or small castle	12
Large House	6
Mansion	12
Noble estate with manor	7
Outpost or fort	4
Palace or large castle	80
Temple	6
Tower, fortified	4
Trading post	2



COMPONENTS LIST

The following section you can find an alphabetical list of all the rooms and other components you can add to a structure.

ALCHEMIST'S LAB, BASIC

The room is filled with vials, flasks, burners, and other alchemical equipment. A small fireplace stands in one wall to heat the room and for providing the necessary fire for alchemical recipes created here. The floor is rough wood or stone, stained with chemicals, and there are shelves lined in the walls stocked with various alchemical reagents.

Size: 1 bs

Cost: 700 gp

Prerequisites: None

Benefit: An alchemist's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

ALCHEMIST'S LAB, FANCY

An alchemist has every tool he or she might need. This includes everything from the basic alchemist's lab, plus more ingredients and a larger number of tools. The walls are covered with blackboards where all sorts of notes can be scrawled, and the floor is made of rough tile.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One alchemist

Benefit: A total of four alchemist's supplies are always considered to be present in this room. A single character using this laboratory and having its resources all to himself can roll with advantage when making a check using the alchemist's supplies. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an alchemist's supplies.

ARMORY, BASIC

Racks of armor and weapons fill the room, ready for being used when its time to defend against an attack.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This room has enough space to hold equipment for 25 soldiers, though the price doesn't include such gear.

If you need a greater capacity, you can purchase this component multiple times.

ARMORY, FANCY

Similar to the basic armory, this room provides armor and weapons to the defenders of the place, but it also have various murals and other artwork depicting the glories of war cover the walls of this armory.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefits: As with the basic version, this area has sufficient armor and weapon racks to equip 25 soldiers, though the price doesn't include any such gear.

If you need a greater capacity, you can purchase this component multiple times.

AUDITORIUM, FANCY

While any great hall can be used for performances, the auditorium is a space designed with acoustics and artistic appreciation in mind.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: A character that is proficient with the Charisma (Performance) skill adds twice its proficiency bonus when making a check with that skill in this room.

Up to 30 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

AUDITORIUM, LUXURY

A luxury auditorium offers plush and cushioned seating for the audience, and a stage that can be moved or adjusted as necessary for performance of theater, orchestra, or choir.

Size: 1 bs

Cost: 10,000 gp

Prerequisites: None

Benefit: A character that is proficient with the Charisma (Performance) skill gains advantage when making a check with that skill in this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a Charisma (Performance) check.

Up to 30 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

BARBICAN

This room sits atop a gate or gatehouse, usually in an exterior wall. It features murder holes/arrow slits (included in the price) in the floor. The barbican requires two guards on duty at all times.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: Two guards per shift

Benefits: Guards can attack through the murder holes/arrow slits to the area below to defend the door or portcullis to enter the site.



BARRACKS

This room contains up to ten simple wooden beds with straw mattresses. A footlocker sits at the end of each bed for personal belongings.

Size: 1 bs

Cost: 400 gp

Prerequisites: None

Benefit: A barracks can hold ten people (usually guards or soldiers). If you need a greater capacity, you can purchase this component multiple times.

If you want a higher class of quarters for officers, purchase bedroom components instead.

BATH, BASIC

This standard, sparsely furnished room contains a simple wooden or metal tub and a chamber pot or two, along with some rough wooden benches for seating.

Size: 0,5 bs

Cost: 400 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points.

BATH, FANCY

This bathroom comes complete with a large tub, a chamber pot under a chair, and a means of disposing of the contents of the chamber pot easily. This can take the form of a chute to an underground disposal area, an open window over a gutter, or whatever you like. A fireplace allows you to heat water for baths, a cabinet holds plenty of towels, and a dressing screen separates part of the room.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: This room has space for one character. When the character takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points. Additionally, that character gains 1d4 temporary hit points, which last until they're lost or when the character finishes a long rest.

BATH, LUXURY

This room features a tub large enough for three people to bathe in, plus a large fireplace for heating both the room and the water necessary for a warm bath. Two chamber pots with padded and upholstered leather chairs are here. Servants empty these on a regular basis. A carved cabinet holds a variety of thick towels, and a wardrobe full of fine dressing gowns stands nearby. Fine stuffed chairs are scattered about the place.

The dressing table features three gilt-framed mirrors and the finest in grooming products, including aromatic perfumes, gilt-handled brushes, and so on. The walls are adorned with fine art.

Size: 2 bs

Cost: 10,000 gp

Prerequisites: One servant to keep the luxury bath clean and one valet to assist the bathers

Benefit: This room has space for three characters. When the characters takes a short rest, the amount of hit points are doubled when it spend a hit dice to regain hit points. Additionally, each character gains 1d6 temporary hit points, which last until they're lost or when the character finishes a long rest.

BEDROOM SUITE, BASIC

This master bedroom includes a walk-in closet and privy. The furnishings are rough, but they include a straw bed on a low frame, two chests of drawers and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available. A couple of rough benches form a sitting area next to a small table.

Size: 1 bs

Cost: 800 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a comfortable lifestyle without expending extra coin.

BEDROOM SUITE, FANCY

This master bedroom comes complete with a well appointed walk-in closet filled with fine clothing and a tastefully adorned privy. The bed rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool. Two finely carved bureaus are here, in which are kept stylish clothes. A bell rests on each bed stand so that the occupants can easily call for the servants. The bedroom suite also includes a pair of upholstered benches and a small writing desk.

Size: 1 bs

Cost: 5,000 gp

Prerequisites: None

Benefit: This room has space for up to two characters. Characters that live here can keep a wealthy lifestyle without expending extra coin. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 2, provided that the character has also ingested some food and drink.

BEDROOM SUITE, LUXURY

The walk-in closet features rows of shelves for boots and shoes, plus handmade hangers for the finest in clothing. The walk-in garderobe allows two individuals to see to their privy needs in privacy and comfort. In the main room, there are two marble-topped bureaus filled with clothes. The four-poster bed is made of the finest wood hung with the wispiest of linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk. A pair of stuffed chairs sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used.

Size: 2 bs

Cost: 25,000 gp

Prerequisites: One valet

Benefit: This room has space for up to two characters. Characters that live here can keep an aristocratic lifestyle without expending extra coin. In addition, when a character finishes a long rest while in this room, you can reduce the character's exhaustion level by 3, provided that the character has also ingested some food and drink.



BEDROOMS, BASIC

This area contains two smaller bedrooms, possibly with a connecting door. The furnishings in each room are rough, including a straw bed on a low frame, a single chest of drawers, and a mirror hanging on one wall. The bedclothes are made of rough cotton, wool, or even burlap, and the blanket is often a patchwork quilt made of whatever was available.

Each room also has a rough bench sitting in front of a small table. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 bs

Cost: 700 gp

Prerequisites: None

Benefit: This area have space for to two characters in separate rooms. Characters that live here can keep an modest lifestyle without expending extra coin.

BEDROOMS, FANCY

This area contains two smaller bedrooms with a connecting door. Each room has a bed that rests on a handsome frame and includes a mattress made of cotton batting. The sheets are of fine cotton, and the blankets are wool.

Each room has a finely carved bureau and a handsome wardrobe. A bell rests on a bed stand next to each bed so that the occupants can easily call for the servants. In addition, there's an upholstered bench and a small writing desk. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: None

Benefit: This area have space for up to to four characters in two separate rooms. Characters that live here can keep an comfortable lifestyle without expending extra coin.

BEDROOMS, LUXURY

This area contains two smaller bedrooms with a connecting door. Each room features a marble topped bureau and a gorgeous wardrobe. The fourposter bed is made of the finest wood hung with the wispiest of linens, and the mattress and the blankets are stuffed with feathers. The sheets are silk.

A stuffed chair sits in one corner. In another, a finely polished and fully stocked writing desk waits to be used. The walls are adorned with fine art, often of people in positions of repose. Sometimes they feature dreamy scenes filled with pleasant nymphs or other fantastic or heavenly scenes. This component includes a privy, though it need not be attached or adjacent to the bedroom component itself.

The luxuriousness of the room requires a single valet, who can be called with any of the bells positioned around the rooms.

Size: 2 bs

Cost: 20,000 gp

Prerequisites: one valet

Benefit: This area have space for up to to four characters in two separate rooms. Characters that live here can keep an wealthy lifestyle without expending extra coin.

CHAPEL, BASIC

This space is dedicated to the worship of the higher power of your choice. It includes a simple altar, some rough pews for the worshipers, and an icon of the power in question. There's also a closet for keeping religious supplies and garb in. While you don't necessarily need a cleric around so that you can visit the place and pray in it, official services can only be run here by a person ordained by the higher power your character has chosen.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. The spell can be used once per day.

Up to forty people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

CHAPEL, FANCY

This larger chapel features a polished stone altar, handsomely finished pews, and stained glass in the windows. There's also a small dressing room for the cleric to prepare for services in, and in here there's a wardrobe for keeping religious garb and supplies in. This place requires at least one acolyte to run properly.

Size: 2 bs

Cost: 6,000 gp

Prerequisites: One acolyte

Benefit: This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. The spell can be used once per day.

Up to 60 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

CHAPEL, LUXURY

This enormous chapel features an altar set with gems and chased with precious metals, gilt-edged pews, and large stained-glass windows. Fine candelabra rest in separate prayer alcoves, and an elegant room with a wardrobe and large desk allows the presiding cleric to prepare for services in comfort. A supply closet holds extra prayer texts, altar cloths, candles, and other religious paraphernalia. This place requires at least two acolytes to run properly.

Size: 3 bs

Cost: 25,000 gp

Prerequisites: Two acolytes

Benefit: This room is under the permanent effects of the *hallow* spell (the extra effect is chosen at the moment of building this room). If a character takes a short rest praying within this room, it can cast the *divination* or the *commune* spell for free, even if the character can't cast that spell, provided that the character is under the deity's favor. Each spell can be used once per day.

Up to 60 people can fit in here for a service. If you need a greater capacity, purchase this component multiple times.

COMMON AREA, BASIC

This plain room features bare floors with a few benches and walls with uninspiring artwork or tapestries. It might serve as a waiting room, a general meeting area, or an all-purpose room. Purchase this component multiple times if you want a larger common area.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

COMMON AREA, FANCY

This room features polished stone or wood floors with comfortable benches. The walls bear impressive murals and sound-dampening curtains. It might serve as a waiting room, a general meeting area, or an all-purpose room. Purchase this component multiple times if you want a larger common area.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: None

COURTYARD, BASIC

Sometimes called a bailey, this large open space is surfaced either with gravel or patches of grass. It has no roof. Some flowers might appear around the edges of the area. Paths are worn through the center by people walking around the place. A rough bench or two sits here too. Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

COURTYARD, FANCY

This courtyard features some grass, but the paths are paved with cobblestones or bricks. Wrought-iron benches are placed strategically throughout the place, and a simple fountain sits in the center of the area, surrounded by paving stones as well. A bust or two stand on pedestals in strategic locations.

Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 6,000 gp

Prerequisites: None



COURTYARD, LUXURY

This well-appointed courtyard is paved entirely with smoothly cut flagstones. A massive fountain forms the centerpiece, in which water pours endlessly from a masterfully carved statue dedicated to the higher power of the builder's choice. Statuary is placed tastefully throughout the area, and cushioned benches (usually of iron or fine wood trimmed with gold) are scattered about the place. Purchase this component multiple times if you want a larger courtyard.

Size: 1 bs

Cost: 30,000 gp

Prerequisites: One servant for handling the gardening and other upkeep

DINING HALL, BASIC

Long, rough, rectangular tables and benches line this main hall, both at the edges and in the middle. A fireplace sits at one end of the place, providing warmth for all. The walls of such a place are often decorated with hanging weapons, animal heads, and the like. The floor is usually either made of worn wood or rough stone.

Size: 2 bs

Cost: 2,000 gp

Prerequisites: Kitchen

Benefit: This seats 30 people comfortably. Purchase this component multiple times if you want a larger dining hall.

DINING HALL, FANCY

This upscale version of the standard dining hall includes finely made tables surrounded with chairs instead of benches. The fireplace usually dominates the center of the room, the smoke drawn into a stony hood that goes into the ceiling. This provides a more even distribution of heat (and more equitable comfort level) in the room. The mural-covered walls depict local legends or the pantheon of deities respected by the owner. The floor is made of fine flagstones or polished wood.

Size: 2 bs

Cost: 12,000 gp

Prerequisites: Kitchen, one servant to bring food and removes empty dishes

Benefit: This seats 30 people comfortably. Purchase this component multiple times if you want a larger dining hall.

DINING HALL, LUXURY

This well-appointed room is dedicated specifically for hosting large meals. In some cases, it features a long, polished wooden or marble-topped table stretching from one end of the place to another. An exquisitely carved chair at the head of the table traditionally faces the main entrance to the room, allowing the head of the household full view of the room.

Alternatively, you can furnish the hall with several smaller tables, either round or square, all of comparable quality to a larger one. The tables are covered with the finest linens, and the guests use the most treasured silverware to eat off the rarest china. Fine artwork lines the walls, and a beautiful chandelier provides plenty of light. Busts of prominent heroes throughout history sit near the serving tables that line the walls. The marble or parquet flooring provides additional beauty.

Size: 2 bs

Cost: 50,000 gp

Prerequisites: Luxury Kitchen, two servants to bring food and remove empty dishes.

Benefit: This seats 16 people at a long table or 30 if smaller tables are used. Purchase this component multiple times if you want a larger hall.

DOCK, AIR

An air dock allows airships to load or unload people or cargo from or to the building. There are several elevators and cranes to rise or lower the cargo and a stairway connected to the central tower to allow passengers to move to the airship or to the building.

Size: 2 bs

Cost: 20,000 gp

Prerequisites: Six Laborers

Benefit: This component can support up to three airships. Purchase this component multiple times to allow additional airships to moor at the structure's docks. Additionally, you repair 2 hit points of damage on each day and it cost 10 gp for materials and labor.

DOCK, BASIC

A dock allows ships to load or unload people or cargo from or to the building. It's common for storage spaces, shops, and taverns to be placed near the docks for the convenience of travelers and sailors. This structure is only appropriate for buildings that overlook a river, sea, or other body of water.

Size: 1 bs

Cost: 500 gp

Prerequisites: Two Laborers

Benefit: This component can support up to two keelboats, longships, rowboats, or sailing ships, but not warships or galleys. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

DOCK, EXTENDED

Similar to the basic dock, this larger and more complete structure can accommodate up to two of the largest of vessels.

Size: 2 bs

Cost: 3,000 gp

Prerequisites: Four Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

DOCK, EXTENDED DRY

An extended dock fitted with a series of pulleys, lifts, and rigging, this extended dock not only allows for hasty unloading of cargo, but also for the lifting of vessels into the air to effect complete repairs, overhauls, or even construct new hulls.

Size: 2 bs

Cost: 15,000 gp

Prerequisites: Six Laborers

Benefit: This component can support up to two galleys and warships, or four smaller craft. Additionally, you repair 2 hit points of damage on each day and it cost 10 gp for materials and labor. Purchase this component multiple times to allow additional ships to moor at the structure's docks.

GATEHOUSE

This space usually serves as a primary entrance into the stronghold (or one of many entrances). As its name suggests, the gatehouse includes a gate (and a drawbridge, if stationed adjacent to a moat). Most gatehouses are fortified with a barbican (see above), guard post (see below), or both.

Size: 0.5 bs

Cost: 1,000 gp

Prerequisites: None

GUARD POST

Commonly built on top of towers to keep watch upon the surrounding environs and near gatehouses to guard the structure entrance. If part of the exterior wall, it includes free arrow slits instead of a window.

Size: 0.5 bs

Cost: 300 gp

Prerequisites: One guard per shift (minimum; many use two per shift)

Benefit: This component allows guards to keep watch upon the surrounding environs. It may include an alarm bell or horn to inform of an invasion or attack by enemy forces.

KITCHEN, BASIC

This rudimentary stone- or wood-floored kitchen centers around a fireplace or stove. It includes a pantry, in which basic foodstuffs are stacked on shelves or hung from the ceiling. The kitchen includes pots and pans made of tin. A scullery provides storage for brooms and rags, along with a basin for washing dishes and laundry.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: One cook

Benefit: You can prepare meals for up to fifteen people in this space. In a pinch, you can avoid hiring a cook by preparing the meals yourself.

A cook's utensils is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

KITCHEN, FANCY

This well-appointed kitchen features an iron stove, complete with cooking griddle on top and oven beneath, and cast-iron cookware. The scullery keeps cleaning solutions in addition to other supplies. The flooring is often of polished wood or rough tile. Good food fills the well-stocked pantry.

Size: 1 bs

Cost: 12,000 gp

Prerequisites: Two cooks

Benefit: Meals for up to 30 can be made in this place, but it requires a staff of at least two to run properly.

A total of two cook's utensils are always considered to be present in this room. A single character using this kitchen and having its resources all to himself can roll with advantage when making a check using the cook's utensils. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

KITCHEN, LUXURY

This massive kitchen includes two full-sized stoves, each with a griddle, stovetop, and large oven. An open fireplace allows the roasting of foods of any kind, up to and including a full pig. The scullery has two marble basins. The flooring is of polished marble or tile. The pots and pans are made of hammered copper.

Size: 2 bs

Cost: 50,000 gp

Prerequisites: Six cooks

Benefit: This place can handle meals for up to 100 people. It requires a staff of six to be run properly. If you need a greater capacity, purchase this kitchen multiple times.

A total of six cook's utensils are always considered to be present in this room. Two characters using this kitchen and having its resources all to themselves can roll with advantage when making a check using the cook's utensils. Alternatively, up to six characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with a cook's utensils.

LABYRINTH

Generally found only in dungeon strongholds, labyrinth components serve to confuse and bewilder foes, and perhaps trap them forever.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: You must decide the shape of the labyrinth when you build it. It can include some connecting rooms and you can add traps to this room to make it deadlier (or even some creatures or monsters). For a larger maze, purchase this component multiple times.

LIBRARY, BASIC

Plain wooden shelves of books fill this room, arranged in any manner you desire. One or two small tables allow people to read the books, and a single lectern allows you to read a book while standing.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This library can hold up to two different lots of books on specific subjects. For example, it could contain books on religion and arcana. If you need a greater capacity, purchase this component multiple times.

BOOK LOTS

The library component isn't very useful unless books line the shelves. In general, a book lot gives information on specific subjects, such as arcana, religion or medicine.

Each book lot cost 1,000 gp and gives advantage on checks related to the lot subject.

Alternatively, a character can purchase a general book lot which costs 3,000 gp and provides a +2 bonus on checks related to investigation and research.

Bonuses from multiple book lots do not stack.

LIBRARY, FANCY

Fine polished shelves extend from this chamber's tile or wooden floor to the ceiling above. Several ladders allow access to upper shelves. Several small tables scattered throughout the place allow researchers space to work.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: None

Benefit: This library can hold up to three different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, and nature.

Additionally, when doing the research downtime activity, the gold spent is reduced to half. If you need a greater capacity, purchase this component multiple times.

LIBRARY, LUXURY

Floor-to-ceiling glass-fronted cabinets with top-hinged doors keep the books here in pristine condition. The ladders slide along on wheels and rails for both safety and convenience. The marble floor has symbols inlaid that denote the section of the library in which you stand.

The library includes two private study carrels and a number of smaller tables. A single large table allows a researcher more space to spread out texts or large maps. A full-time librarian working near the entrance maintains a card catalog that indexes the entire library.

Size: 2 bs

Cost: 15,000 gp

Prerequisites: One librarian

Benefit: This library can hold up to six different lots of books on specific subjects. For example, it could contain books on religion, general knowledge, nature, arcana, survival, and history.

Additionally, when doing the research downtime activity, the gold and time spent is reduced to half. If you need a greater capacity, purchase this component multiple times.

MAGIC LABORATORY, BASIC

This simple wood- or stone-floored laboratory contains a small mystical library, a writing desk, and a lab table for various magical experiments. The crude furnishings are made of rough wood. A basin sits in one corner, next to an open barrel of water. A fireplace squats against another wall, ready to provide heat as well as any fire that may be necessary.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: A character using this laboratory can craft a magic item. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, if a character is proficient with the Arcana skill, it can double its proficiency bonus when making a check within this room.

MAGIC LABORATORY, FANCY

Similar but superior to the basic magic laboratory, this room has every tool the aspiring meddler in magic might need at his ready disposal. The walls of this place are covered with blackboards upon which all sorts of arcane or obscure notes can be scrawled. The rough tile floor allows easy cleaning while also preventing slips and falls. Four basins are in the place, each of which has a barrel of water suspended over it, complete with a tap to permit easy access. An emergency barrel mounted on a hinged platform can be tilted to pour water over a person in case of an emergency.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One apprentice

Benefit: A character using this laboratory can craft a magic item, and the time spent on crafting the item is reduced to half. To complete a magic item, a character needs whatever tool proficiency is appropriate or proficiency in the Arcana skill.

Additionally, a single character using this laboratory and having its resources all to himself can roll with advantage when making an Arcana check within this room. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making an Arcana check within this room.



PRISON CELL

This cell includes iron shackles on the walls and hay mattresses strewn about. The standard prison cell comes with six sets of manacles capable of binding a Medium-size creature.

Size: 0,5 bs

Cost: 500 gp

Prerequisites: One guard per shift

Benefit: You can shackle up to six Medium-size prisoners in a communal cell. Alternatively, you can replace the communal cell with independent jail cells. In this arrangement, each prison cell component includes two to four small cells each capable of holding one or two Medium-size creatures. If you need a greater capacity, purchase this component multiple times. You can get by with a single guard per two adjoining prison cell components.

A Small creature takes up half the space in a prison cell as a Medium-size creature, Tiny and smaller creatures take up one-fourth the space, a Large creature takes up twice the space of a Medium-size creature, and a Huge creature four times the space. Generally, you can't keep Gargantuan or larger creatures in a simple prison cell, though by buying enough components you could get a large enough space. They require specially made manacles, which cost 2,000 gp.

SERVANTS' QUARTERS

These are basic, no-nonsense living quarters. Six slots exist in each such component, separated by thin walls that give the occupants some small semblance of privacy. Each slot has enough room for a bed, a chest of drawers with a small mirror atop it, a small table, and a chair. The furnishing and flooring are all rough but serviceable. Personal decorations hang from the walls. This component includes a privy, though it need not be attached or adjacent to the servants' quarters.

Size: 1 bs

Cost: 400 gp

Prerequisites: None

Benefit: This area have space for up to six servants in four separated rooms or in one big room. If you need a greater capacity, purchase this component multiple times. For especially important servants such as a butler, it's appropriate to put them in a basic bedroom or even a basic bedroom suite.

SHOP, BASIC

This small, cheap storefront comes complete with wooden sign hanging from a pole out front. The main area includes rough shelves and a sales counter, and a back room offers a small amount of storage space. This area allows the structure owners to sell or buy nonmagical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters goes to an adventure for several days.

Size: 1 bs

Cost: 400 gp

Prerequisites: One clerk

Benefit: The clerk can buy and sell a total of 6 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerk can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

SHOP, FANCY

This shop has a large picture window in the front to draw the eyes of potential customers. The interior features polished wood floors, handsome shelves, and glass cases. The back room offers a small amount of storage. The shop requires two clean and well-dressed clerks. This room allows the structure owners to sell or buy nonmagical and magical items without need to spend time looking for a buyer or seller. This is specially helpful for buying materials or items that are hard to find in the region or when characters goes to an adventure for a long time.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: Two clerks

Benefit: The clerks can buy and sell a total of 12 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerks can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

For buying and selling magic items, follow the downtime rules found in the *Xanathar's Guide to Everything* for each magic item. The clerks of this room have a +2 bonus to the Charisma (Persuasion) checks it must make to buy or sell an item.

SHOP, LUXURY

This marble-floored shop speaks of wealth, both from your side of the counter and that of your customers. A large display window shows off special items, and inside, custom-built locked cases display your wares. Customers can sip from fine wines you offer them while shopping, or rest in stuffed leather chairs when they tire. You sell only the finest merchandise here, and your prices are as high as your stellar quality.

The shop requires a staff of four to operate, including two clerks and two full-time guards. The clerks wait on customers hand and foot—customer satisfaction remains their only reason for getting up in the morning.

Size: 1 bs

Cost: 16,000 gp

Prerequisites: Two clerks, two guards per shift

Benefit: The clerks can buy and sell a total of 12 items at the same time, and it takes 1 workweek to sell an item at half of its original price, or buy an item at its full price. Alternatively, the clerks can take 2 workweeks to sell an item at its original price or buy an item at it half of its original price.

For buying and selling magic items, follow the downtime rules found in the *Xanathar's Guide to Everything* for each magic item. The clerks of this room have a +5 bonus to the Charisma (Persuasion) checks it must make to buy or sell an item.

Though the shop includes some storage, you may choose to abut this space with a larger storage area.

Alternatively, you can combine this component with a storage component to create a bank or moneychangers. Usually, these storage spaces are secured with fortified walls, locks, or traps.

SMITHY, BASIC

This basic smithy features a forge, an anvil, and a full set of metalworking tools. It has a barrel of water in which hot metal can be cooled. The stone walls and dirt or stone floors guard against accidental fires. This area requires the services of a smith.

Size: 1 bs

Cost: 500 gp

Prerequisites: One smith

Benefit: A smith's tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

SMITHY, FANCY

Similar to the basic smithy, this area features a polished stone floor and marble-encased forge of the highest quality. This area requires the services of a smith.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: One smith

Benefit: A total of four smith's tools are always considered to be present in this room. A single character using this smithy and having its resources all to himself can roll with advantage when making a check using the smith's tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with an smith's tools.

STABLE, BASIC

This rough, wooden structure features stalls for up to six Large mounts, a wooden water trough, and hay covering the unfinished floor. Tack and saddles hang over the dividing walls between stalls. Because of the smell, you'll want to place the stable far from the main part of the stronghold. A stable requires the employment of a groom.

Size: 1 bs

Cost: 500 gp

Prerequisites: One groom

Benefit: This area have space for up to six Large common mounts, such as horses, camels, or any other creature with the beast type. If you need a greater capacity, you can purchase this component multiple times

STABLE, FANCY

This stable has hay on the floor, but the ground is either wood or stone. The stables are lined with fresh hay, and each horse has access to its own water supply. The troughs are all made of stone, and there's even a small fireplace in here to keep things warm in the winter. A stable requires the employment of a groom.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One groom

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped to house uncommon mounts, such as griffins, pegasus, or any other creature with the monstrosity type. If you need a greater capacity, you can purchase this component multiple times.

STABLE, LUXURY

This stable has polished floors, intricately carved and inlaid woodwork, and walls of finished wood or the finest plaster. Fresh hay fills the six stalls, which the grooms clean on an hourly basis. Each tack and saddle has its own custom-carved pedestal upon which to rest. The entire place is as clean as most people's kitchens. Running this stable requires two grooms to keep it pristine.

Size: 1 bs

Cost: 9,000 gp

Prerequisites: Two grooms

Benefit: This place can hold up to six Large steeds at a time, each in their own stall. This stable is equipped to house rare mounts, such as dragons, nightmares, or any other creature that can be mounted. If you need a greater capacity, you can purchase this component multiple times.

STORAGE, BASIC

*This empty room has rough walls and an unfinished (possibly dirt) floor, and is used to keep crates, barrels and other items protected against the weather. **Size:** 1 bs*

Cost: 250 gp

Prerequisites: None

Benefit: A typical storage component offers about 2,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STORAGE, FANCY

This room includes shelves of every variety and a finished floor. The superior organization allows more efficient use of space than a basic storage component.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: This space has about 3,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STORAGE, LUXURY

This marble-floored room includes well-built shelves and fine-quality cabinets. An overstuffed chair in the center allows you to sit in comfort while the clerk or other servants retrieve desired goods. The clerk here serves as a quartermaster and inventory manager.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One clerk

Benefit: The area has about 4,000 cubic feet of usable storage space. If you need a greater capacity, you can purchase this component multiple times.

You can turn a storage space into a vault with the addition of safeguards such as watchmen, strong walls, traps, and locks.

STUDY/OFFICE, BASIC

This space, also sometimes called a solar, comes complete with a desk, some shelves for books, a chair, and a closet for storage of things that should be close at hand, like paper, ink, and so on. The floor and furnishings are rough, but sturdy.

Size: 0,5 bs

Cost: 200 gp

Prerequisites: None

Benefit: This study have one of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

STUDY/OFFICE, FANCY

Much like the basic office/study, this room comes with furnishings of a higher quality. The floor is usually polished wood or smooth stone. The polished wood or stone-floored room includes a few upholstered chairs for visitors.

Size: 1 bs

Cost: 2,500 gp

Prerequisites: None

Benefit: This study have two of the following tools: a calligrapher's supplies, a cartographer's tools, or a forgery kit. The chosen tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

STUDY/OFFICE, LUXURY

This room represents the ultimate in office luxury. A well-appointed waiting room features an exquisite couch and a polished wooden desk, behind which sits a full-time clerk versed in making life as easy for the owner as possible.

The main office features another stuffed couch and a set of comfortable chairs arrayed around a marble topped desk. The walls are covered with fine art, including a portrait of the owner of the building and any family he might have.

Size: 1,5 bs

Cost: 15,000 gp

Prerequisites: One clerk

Benefit: This study have a calligrapher's supplies, a cartographer's tools, and a forgery kit. These tools are always considered to be present in this room. Additionally, if a character is proficient with one of the tools, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to three characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.

TAVERN, BASIC

This a rough place serves rough drinks to rough people. A fireplace sits in one wall, and a bar stands opposite it. Benches and tables fill the remainder of the place. Two servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 900 gp

Prerequisites: Two servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 1d4 gallons of ale. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a modest meal for free.

A brewer's supplies is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

TAVERN, FANCY

This place serves wine as well as liquor and beer from its polished, marble-topped bar. It can call on the building's kitchen for food; alternatively, you can attach an extra kitchen assigned purely to this component. The tables are round, with solid chairs, and there are a few booths lining the walls. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 4,000 gp

Prerequisites: Three servants

Benefit: This tavern can seat up to 20 people. Every week, the tavern generates an income of 1d10 gp and 2d4 gallons of ale. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a comfortable meal for free.



A total of two brewer's supplies and two gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

TAVERN, LUXURY

This breathtaking library of libations features the finest drinks of all sorts, and it even offers gourmet meals by way of the building's kitchen—or one of its own if you care to attach it. It has a marble-topped bar, upholstered chairs, and tables covered with the finest linens and the best place settings. Gorgeous decorations festoon the walls, including art from the best known painters in the land. Three servants run the bar and serve meals. The cost of this component does not include any food or drink.

Size: 1 bs

Cost: 20,000 gp

Prerequisites: Four servants

Benefit: This tavern can seat up to 20 people, and every week, the tavern generates an income of 1d10 gp, 2d4 gallons of ale and 1 bottle of wine. If you need a greater capacity, you can purchase this component multiple times. The tavern owners can drink and eat a wealthy meal for free.

A total of three brewer's supplies and three gaming sets are always considered to be present in this room. A single character using any of these tools and having its resources all to himself can roll with advantage when making a check using the tools. Alternatively, up to four characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with any of the tools.

THRONE ROOM, BASIC

This plain but respectable chamber serves as the throne room or receiving room for a local lord, merchant prince, baron, or a even monarch on hard times. Colorful tapestries cover the walls, brightening the chamber. The padded throne itself sits on a raised wooden platform. Beside and below the throne, several chairs offer a place for advisers or noble-blooded relatives to sit in places of honor. A long carpet or collection of animal skins shows the path for petitioners seeking to beseech the throne's good grace.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: Two servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and add double its proficiency bonus to the check, instead of its normal proficiency bonus.

This room holds up to twenty guests in addition to the throne's occupant. Purchase this space multiple times for a larger area.

THRONE ROOM, FANCY

This ornate hall serves as the seat of authority for a powerful duke, crime lord, or respectable king or queen. Lovely and ornate murals cover the walls and ceiling, embracing artistic styles both modern and classical. Stone steps lead the way the polished throne of stone or iron, and a discreet distance provides the royal seat with greater authority. A long carpet dyed in rich red or purple leads to the throne's magnificent seat.

Size: 1 bs

Cost: 12,000 gp

Prerequisites: Four servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill and gains advantage when making the check.

This room holds up to twenty guests in addition to the throne's occupant. Purchase this space multiple times for a larger area.

THRONE ROOM, LUXURY

Affordable only to the most puissant of emperors, queens, and absolute monarchs, this, the finest of assembly rooms, displays the ruler's wealth, power, and dispensation for the sweet comforts in life. This chamber spares no expense in impressing the visitor, whether visiting ambassador, merchant with goods for sale, or the simplest commoner. The walls display a splash of colors that depict complementary themes of blue skies, splashing white-tipped and wave-filled oceans, white birds awing, and fish jumping into the air. Sparkling gems and precious metals adorn the enormous throne. Raised up on a dozen pink marble steps, the throne and its occupant gaze out on the chamber like an omnipotent ruler.

Size: 2 bs

Cost: 80,000 gp

Prerequisites: Six servants

Benefit: When a character that owns the structure makes a Charisma (Persuasion) check, that character is considered proficient in the Persuasion skill, it gains advantage when making the check, and it adds double its proficiency bonus to the check, instead of its normal proficiency bonus.

TORTURE CHAMBER

All sorts of pain-inducing devices fill this dark chamber, including an iron maiden, a rack, thumbscrews, vises, and so on. Wall-mounted shackles allow the torturer to dangle victims from chains, and a lockable cage in the center can hold a single Medium-size prisoner between sessions. A fireplace allows heating of brands, while a barrel of water stands nearby for extinguishing flames. This place requires at least one torturer and one guard to run properly.

Size: 1 bs

Cost: 3,000 gp

Prerequisites: One torturer, one guard per shift

Benefit: A character that is proficient with the Charisma (Intimidation) skill adds twice its proficiency bonus when making a check with that skill in this room. Unlike most verbal threats and bluffs, use of a torture chamber allows retries on Intimidate checks every hour against restrained and helpless opponents.

TRAINING AREA, COMBAT

This open area allows guards and soldiers to train in the art of war. It has a rack of wooden weapons and padded armor, archery targets, and practice dummies.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: A character that spend at least one hour training in this area gains advantage on initiative checks it makes until it finishes a short or long rest.

Up to eight people can train in such a place at once. If you need a greater capacity, you can purchase this component multiple times.

TRAINING AREA, LANGUAGE OR TOOL

This room allows characters and others to learn a particular language or for using a specific tool. It includes various shelves and tables for placing all the tools and implements needed.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: A character can take the training downtime activity to learn one language or for gaining proficiency with a tool at half the cost needed per workweek. For training in a tool, the character must have the specific tool and use it every day of training.

TROPHY HALL, BASIC

This glorified storage space allows you to display trophies won in your expeditions and adventures. Most trophies hang from the walls, while others line tables scattered throughout the room.

Size: 1 bs

Cost: 1,000 gp

Prerequisites: None

Benefit: This room have 10 slots for displaying trophies. Each Medium or smaller trophy uses 1 slot and each Large trophy uses 4 slots.

If you need a greater capacity, you can purchase this component multiple times.

TROPHY HALL, FANCY (MUSEUM)

More like a museum than a storage area, this polished wood- or stone-floored chamber holds its trophies in glass cases. Engravings detail each piece and its history. A guard stands watch over the valuables here at all times.

Size: 1 bs

Cost: 6,000 gp

Prerequisites: One guard per shift

Benefit: This room have 20 slots for displaying trophies. Each Medium or smaller trophy uses 1 slot, each Large trophy uses 4 slots and each Huge trophy uses 9 slots.

If you need a greater capacity, you can purchase this component multiple times.

WORKPLACE, BASIC

Each workplace contains tools and equipment dedicated to a singular purpose, usually the application of a specific tool or profession.

Size: 1 bs

Cost: 500 gp

Prerequisites: None

Benefit: This room have one of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. The chosen tool is always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

WORKPLACE, FANCY

This area resembles the basic workplace, but it has finer tools and equipment.

Size: 1 bs

Cost: 2,000 gp

Prerequisites: None

Benefit: This room have two of the following tools: a carpenter's tools, a cobbler's tools, a disguise kit, a glassblower's tools, a jeweler's tools, a leatherworker's tools, a mason's tools, a painter's supplies, a poisoner's kit, a potter's tools, a tinker's tools, a weaver's tools, or a woodcarver's tools. Both tools must be the same, and the chosen tools are always considered to be present in this room. Additionally, if a character is proficient with this tool, it can double its proficiency bonus when making a check with it.

A single character using this room and having its resources all to himself can roll with advantage when making a check using one of the artisan tools. Alternatively, up to two characters can share this space at the same time, and each one of them can double its proficiency bonus when making a check with each artisan tool.



HIRELINGS

Several components requires one or more hirelings to maintain the room up and running, and each of these hirelings must be paid to retain their service.

Hireling Pay per Day Stats

Acolyte	2 gp	Acolyte (MM P.342)
Alchemist	2 gp	Alchemist (CaW P.86)
Apprentice	2 gp	Apprentice Wizard (VGtM P.209)
Bartender	2 gp	Commoner (MM P.345)
Cook	2 gp	Commoner (MM P.345)
Clerk	2 gp	Commoner (MM P.345)
Groom	2 sp	Commoner (MM P.345)
Guard	2 gp	Guard (MM P.347)
Laborer	2 sp	Commoner (MM P.345)
Librarian	2 gp	Commoner (MM P.345)
Servant	2 sp	Commoner (MM P.345)
Smith	2 gp	Commoner (MM P.345)
Torturer	2 sp	Guard (MM P.347)
Valet	2 sp	Commoner (MM P.345)

WALLS

Sometimes, builders construct walls after the structure is already in place, whether to guard against unwanted visitors or simply to add privacy. The wall sections are assumed to be 10 feet tall and 20 feet wide each. For towers, you can place a guard post above the walls and add a siege equipment, such as a ballista or a trebuchet.

The cost for walls will depend on the material you use, and each material have its own statistics regarding hit points, AC and damage threshold, as shown in the table below. When a wall section reaches 0 hit points, it is destroyed. You can read more about siege equipment, materials and damage threshold in the Chapter 8 of the *Dungeon Master's Guide*.

Material	AC	Hit Points	Damage Threshold	Cost per Section
Adamantine	23	50	20	10,000 gp
Iron	19	30	10	4,000 gp
Mithral	21	40	15	6,000 gp
Stone	17	20	8	2,500 gp
Wood, bone	15	15	5	1,000 gp

To calculate the amount of gold pieces it will cost to enclosure the whole structure, multiply the structure size in building spaces by the material cost per section, considering only the building spaces that are in the same level as the wall.

For example, a group wants to build a wall around their mansion. The structure have 8 building spaces in the first floor and 4 building spaces in the second floor. In this case, the characters decide to build a stone wall, so they need to spend a total of 20,000 gold pieces to enclosure the mansion (8 x 2,500 gp).

SIEGE EQUIPMENT COST

There is a list of siege weapons and its statistics in the page 255 of the *Dungeon Master's Guide*. Here are the estimated prices and building time for each siege weapon for building and adding them to the walls and towers of your structure.

Item	Cost	Building Time
Ballista	1,000 gp	2 workweeks
Ballista bolt	10 gp	1 day
Cannon	2,000 gp	3 workweeks
Cannon ball	20 gp	1 day
Cauldron, suspended	1,000 gp	2 workweeks
Cauldron oil	10 gp	1 day
Mangonel	1,500 gp	2 workweeks
Mangonel stone	15 gp	1 day
Ram	1,000 gp	2 workweeks
Siege Tower	3,000 gp	4 workweeks
Trebuchet	3,000 gp	4 workweeks
Trebuchet stone	30 gp	1 day



CHAPTER 3: GUILDS

ENTERING A GUILD

This system uses a reputation system which determines your rank on the guild. In most of the cases, the adventurers must gain a number of reputation points by completing contracts given by the guild to be considered as members of the guild.

When a character gets the amount of reputation points required for the first rank, they can decide to join the guild. Additionally, characters cannot gain more points than the required for the next level until they are promoted.

In the following table you can see a basic rank list and the reputation points a character needs to achieve each rank.

GUILD RANKS

Rank	Rank Level	Required Rep. Points
Grandmaster/Grandmistress	6	2,000
Master/Mistress	5	1,000
Expert	4	500
Adept	3	200
Journeyman	2	100
Apprentice	1	50

If needed, you can modify the rank names or the points required to achieve each rank (you can double the reputation points needed for each rank to create an elite guild).

OTHER REQUIREMENTS

Some guilds might have additional requisites to enter, such as being able to cast spells, paying an entry fee, or complete a special task to determine if you are able to enter the guild.

GUILD MEMBERSHIP

When you reach the first rank of the guild, you must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces and maintain your rank benefits.

Characters with the guild artisan background are considered at least at the first rank of the guild. It's up to the DM to decide if those characters are at a higher rank.

REPUTATION POINTS

Every guild rank is determined by an amount of **reputation points**. These points are earned by finishing **contracts** and **bounties**. Gaining reputation allows you to increase your rank in the guild and get some rewards, which are described later on this guide.

CONTRACTS

Most of the guild works are contracts that involve some quests or missions, which includes a location, some basic information of the quest and obviously, a reward. The reputation points earned by finishing a contract are determined by the DM.

BOUNTIES

Bounties, also known as "hunt orders" are special guild missions that allow guild members to collect reputation points to gain ranks on the guild for killing certain creatures.

Bounties have 3 parts: the creature for the hunt, the number of days the bounty will be active and the reward: reputation points and coin. The number of reputation points depends on the challenge rating of the killed creature, as shown in the table below.

CR	Reputation Points	CR	Reputation Points
0 - 1/2	1	16	150
1	2	17	180
2	4	18	200
3	7	19	220
4	11	20	250
5	18	21	330
6	23	22	410
7	29	23	500
8	39	24	620
9	50	25	750
10	59	26	900
11	72	27	1,050
12	84	28	1,200
13	100	29	1,350
14	115	30	1,550
15	130		

It's up to the DM to determine if the players need to collect parts of the creatures to prove they killed the creatures. Another option is to make the bounty magical, so the guild knows exactly how many creatures they've killed.

EXAMPLE BOUNTY: ANKHEG BOUNTY

In the last days, the number of ankhegs wandering near the town has greatly increased, making the farms outside the town a dangerous place, and the local adventurers' guild created a hunt order to reduce the number of those creatures. The bounty will be active for only 3 days, and they must bring the ankheg mandibles to the guildhall to prove they killed them. For each ankheg mandible the adventurers bring, they will be rewarded with 4 reputation points and the guild will pay them 4 gold pieces and 5 silver pieces.



RANK BENEFITS

Gaining ranks on a guild gives the players a series of benefits, such as better paid and challenging contracts, information and equipment. In the table below you can find some examples of rank rewards.

Benefit	Rank Needed
Contracts, basic	Apprentice
Healing and care	Apprentice
Information, basic	Apprentice
Lodging and food (modest)	Apprentice
Messaging, basic	Apprentice
Training	Apprentice
Crafting Workshop	Journeyman
Equipment, basic	Journeyman
Contracts, advanced	Adept
Equipment, advanced	Adept
Information, advanced	Adept
Lodging and food (comfortable)	Adept
Equipment, magical	Expert
Information, exclusive	Expert
Local Guildhall	Master/Mistress
Lodging and food (wealthy)	Master/Mistress
Own the guild	Grandmaster/Grandmistress

Contracts, basic. These contracts includes simple tasks.

Contracts, advanced. This contracts can include more long-term and challenging quests. These contracts should have a better pay or give more reputation than basic contracts.

You can read more about the contract types and rewards later in this document.

Crafting Workshop. You are able to use the workshops in the guildhalls, where you can find one or more artisan's tools at your disposal for crafting. The number and type of artisan's tools are determined by the DM (if any).

Equipment, basic. This includes simple weapons, light armors and basic equipment (like rations and torches). You can also ask for horses for temporary use.

Equipment, advanced. This includes martial weapons, medium and heavy armors, probably some artisan tools and specialized adventuring kits. This also includes other services, such using one of the guild coach cabs or a ship passage to a near city.

Equipment, magical. This includes some potions, a few spell scrolls, and a few magical items. It can include some spellcasting services. Since magical items and services are rarer, it's up to the DM to determine if the characters must pay for using the magical items or for each time they want to use some of the guild spellcasting services.

SPELLCASTING COSTS

If you decide the players must pay for the spellcasting services they can find on their guild, here's a formula to determine how much it will cost each spell.

Square of the spell level multiplied by 10 gp plus double of the consumed material cost plus 10% of nonconsumed material cost.

For example, after finishing a contract, the group of adventurers have found an unknown magical item, and since they don't have the spells to identify their properties, they decide to use their guild rank and ask to a guild wizard to cast the *Identify* spell on the object. Since it's a 1st level spell and it requires a pearl worth at least 100 gp, the total cost would be 20 gp (10 gp + 10 gp for the pearl)

Healing and care. You can be healed in the guildhalls owned by your guild. Once per day, you can roll a number of dices equal to your rank level to recover your health. The dice is determined by the character's class hit dice.

Information, basic. You get one piece of useful lore about the contract or bounty you're doing.

Information, advanced. You get two pieces of useful lore about the contract or quest you're doing.

Information, exclusive. You get three pieces of useful lore about anything you're looking for. The DM determines the type of information you get from the guild.

PIECES OF USEFUL LORE

Each piece of useful lore is the equivalent of one true statement about a person, place, or thing. Examples include knowledge of a creature's resistances, the password needed to enter a sealed dungeon level, the spells commonly prepared by an order of wizards, and so on.

For a monster or an NPC, you can reveal elements of stats or personality. For a place, you can reveal secrets about it, such as a hidden entrance, the answer to a riddle, or the nature of a creature that guards the place.

Local guildhall. You are rewarded with owning and leading a local guildhall in a city or town.

Lodging and food. If you want, you can live in a local guildhall (your lifestyle expenses are covered by your membership).

Messaging. You can use some of the guild messengers to deliver cards and small objects to another city or town.

Training. You can learn a new language or training in a set of tools with a guild member. The prize or time is reduced by half (player's choice).

DM NOTE: PROMOTING CHARACTERS

It's up to the DM to determine if there are extra conditions to achieve each rank, such as a special quest or a minimum of finished advanced contracts to avoid farming reputation points (and eventually getting higher ranks doing low-level contracts).

Another way to avoid this is by creating only a few contracts and bounties (such as 1d4 contracts every 7 days).

Additionally, as a general rule, the Master/Mistress and Grandmaster/Grandmistress ranks are only obtainable under specific circumstances (such as when the guild gets a new guildhall and they need a new Master/Mistress to lead it or when the current Grandmaster dies).

CREATING A GUILD

When creating a guild, you must decide the type or business of the guild. You can choose one from the table below or roll it randomly. Additionally, if you're creating a bigger guild, you can choose or roll again to get more specializations. In general, a guild should have between 1 to 3 specializations.

d6	Guild Type
1	Adventurers
2	Arcane
3	Artisans
4	Criminal
5	Religious
6	Scholastic

EQUIPMENT AVAILABILITY

You can requisition items for temporary use when doing contracts and tasks for the guild. The amount of equipment you can borrow is determined by the total gp of the items and it depends on your guild rank, as shown in the table below.

Rank	Max. Requisition GP
Grandmaster/Grandmistress	1,500 gp
Master/Mistress	1,000 gp
Expert	600 gp
Adept	450 gp
Journeyman	150 gp

It's up to the DM to determine how many and what type of equipment the guild have. For example, a rural guild might only have light armor, simple weapons and 1d4 potions available for requisitioning.

GUILD TYPES

In this section you can read more about the guild types, what they do and what they usually have.

ADVENTURERS GUILDS

These guilds are designed expressly for those who battle monsters, hunt treasure, and explore unknown lands.

ADVENTURERS GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Hunt

7-9 Raid

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Armor, weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a riding horse and a riding saddle.

Equipment, Advanced. Armor, weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon armor and weapons.

Tools. You can use leatherworker's tools, smith's tools and woodcarver's tools available on the guild for creating and repairing armor and weapons.

TRAINING

You can train to gain proficiency with leatherworker's tools, smith's tools, or woodcarver's tools.

ARCANE GUILDS

These guilds consist primarily of arcane spellcasters, but occasionally boast noncasting members, such as experts who practice alchemy.

ARCANE GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Find

7-9 Resource Gathering

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.

Equipment, Advanced. Simple weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common and uncommon magic items.

Tools. You can use alchemist's supplies and herbalism kit available on the guild for creating potions and other alchemical items.

TRAINING

You can train to gain proficiency with alchemist's supplies, herbalism kit, or in a standard language.

ARTISANS GUILDS

These guilds are the most common form of guild in most fantasy cities. Each is typically devoted to a single craft or profession, or at most a small group of closely related trades.

ARTISANS GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Protection

7-9 Resource Gathering

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.

Equipment, Advanced. Light armor, simple weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items.

Tools. You can use the artisan tools available on the guild for crafting. You can determine the tools available from the following list or rolling randomly.

d20 Artisan Tools

1 Brewers

2 Calligraphers

3 Carpenters

4 Cartographers

5 Cobblers

6 Cooks

7 Glassblowers

8 Jewelers

9 Leatherworkers

10 Masons

d20 Artisan Tools

11 Painters

12 Potters

13 Smiths

14 Tinkers

15 Weavers

16 Woodcarvers

17 Roll twice

18 Roll twice

19 Roll three times

20 Roll four times

TRAINING

You can train to gain proficiency with the artisan tools the guild have.

CRIMINAL GUILDS

These guilds are (in general) considered illegal and highly secretive, except in particularly corrupt cities.

CRIMINAL GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Find

7-9 Hunt

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a vial of basic poison or thieves' tools.

Equipment, Advanced. Light and medium armor, weapons, adventuring gear, poisons, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon weapons.

Tools. You can use the forgery kit and poisoner's kit available on the guild.

TRAINING

You can train to gain proficiency with the forgery kit, or poisoner's kit.

RELIGIOUS GUILDS

These guilds are associations of followers of the same faith. A religious guild is not the same thing as a sect or cult.

RELIGIOUS GUILDS CONTRACTS

d10 Contract Type

1-3 Hunt

4-6 Find

7-9 Protection

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Light armor, simple weapons and adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a cart.

Equipment, Advanced. Light armor, weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon weapons.

Tools. You can use the jeweler's tools and smith's tools available on the guild.

TRAINING

You can train to gain proficiency with the jeweler's tools, or smith's tools.

SCHOLASTIC GUILDS

These guilds are dedicated to studying a particular topic to further the knowledge and education of its members.

SCHOLASTIC GUILDS CONTRACTS

d10 Contract Type

1-3 Exploration

4-6 Find

7-9 Resource Gathering

10 Roll in the random contracts table

EQUIPMENT AND TOOLS

Equipment, Basic. Simple melee weapons, adventuring gear that cost 10 gp or less. Additionally, you can requisition a draft horse and a wagon.

Equipment, Advanced. Simple melee weapons, adventuring gear, mounts and drawn vehicles.

Equipment, Magical. Common magic items and uncommon wondrous items.

Tools. You can use the calligrapher's tools and tinker's tools available on the guild.

TRAINING

You can train to gain proficiency with calligrapher's tools, tinker's tools, or in one language (standard or exotic).

VARIANT: EXPANDED TRAINING

If your DM allows it, a character can also train to gain proficiency with an armor type, a weapon, or a particular skill. This proficiency depends on the guild.

Adventurers Guilds. You can also train to gain proficiency with an armor type, a weapon or one of the following skills: Athletics or Survival.

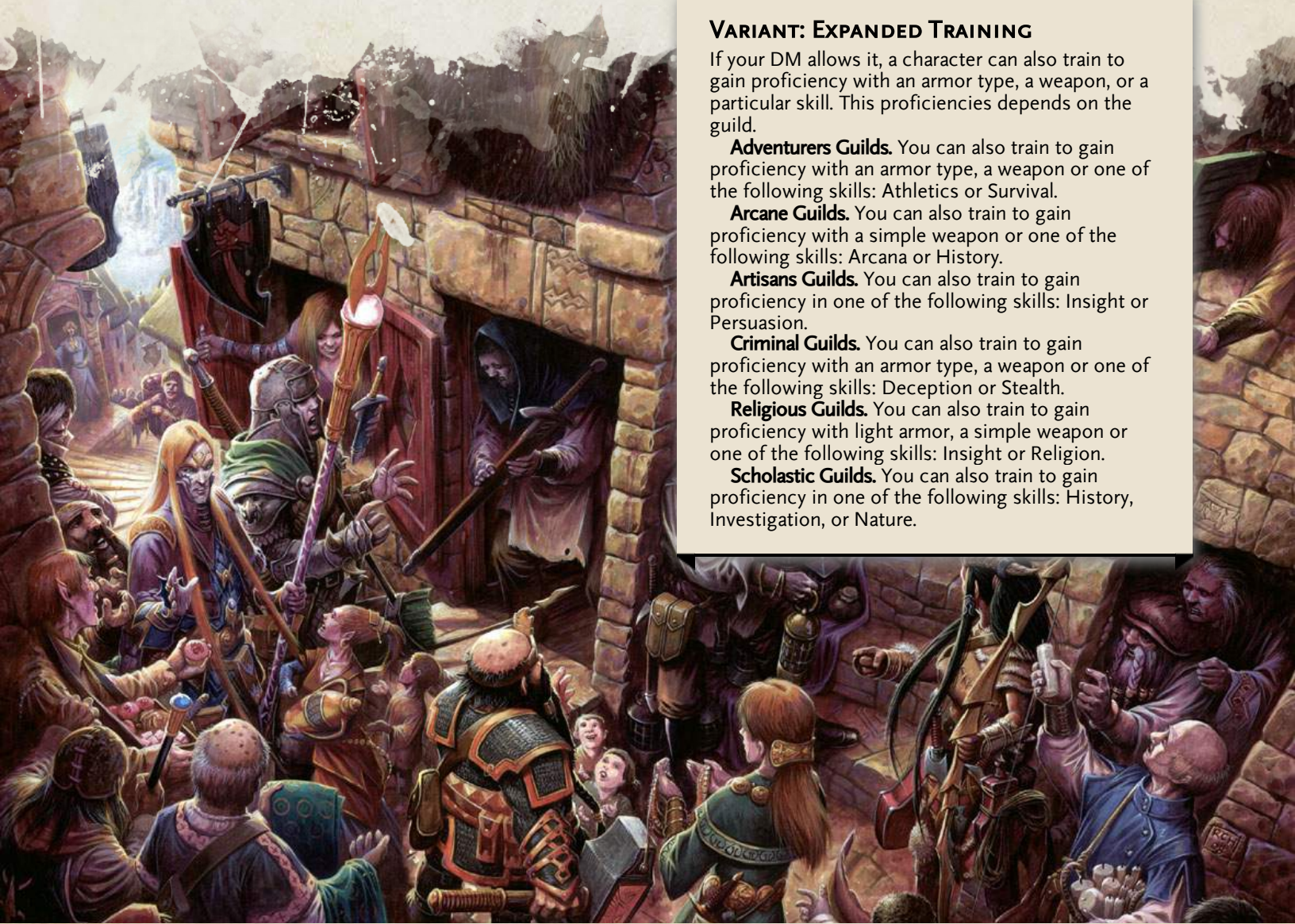
Arcane Guilds. You can also train to gain proficiency with a simple weapon or one of the following skills: Arcana or History.

Artisans Guilds. You can also train to gain proficiency in one of the following skills: Insight or Persuasion.

Criminal Guilds. You can also train to gain proficiency with an armor type, a weapon or one of the following skills: Deception or Stealth.

Religious Guilds. You can also train to gain proficiency with light armor, a simple weapon or one of the following skills: Insight or Religion.

Scholastic Guilds. You can also train to gain proficiency in one of the following skills: History, Investigation, or Nature.



CREATING CONTRACTS

If you want to create and random contracts for your guild, you can use the following guidelines and information. First, determine the contract type by choosing or rolling in the guild contracts table of the guild. Alternatively, you can roll a d6 and choose a random contract from the following table.

RANDOM CONTRACTS

d6 Contract Type

- | | |
|---|--------------------|
| 1 | Exploration |
| 2 | Find |
| 3 | Hunt |
| 4 | Protection |
| 5 | Raid |
| 6 | Resource Gathering |

If you want to create larger or difficult contracts, you can choose various contract types for one contract. For example, you can create a contract that requires to discover the entrance of an ancient temple (exploration) and then kill every undead inside (hunt).

CONTRACT DIFFICULTY

Contracts are divided in **basic contracts** and **advanced contracts**. A basic contract should only have easy and medium encounters, while advanced contracts should have hard and deadly encounters.

CONTRACT TYPES

EXPLORATION

These contracts are for exploring new lands, such as an island, caves, an old dungeon or a forgotten jungle. In general, the objective of this contract is to provide an accurate map, creating routes for traveling through the terrain or even building an outpost and defenses.

These contracts also involves surveillance or reconnaissance tasks for getting information about the area, the creatures in the area or searching for a hidden entrance to a dungeon.

d6 The Mission

- | | |
|---|---|
| 1 | Mapping the location |
| 2 | Search or create new routes to the location |
| 3 | Build an outpost and defenses |
| 4 | Land surveillance |
| 5 | Observe a creature |
| 6 | Find a hidden entrance |

FIND

These contracts are for finding someone or something, such as finding a missing explorers group, recovering a specific object found in a dungeon and searching (and bringing back to justice) a wanted criminal.

These contracts also involves stealing an object or valuable information, such as searching for letters related with a plan to kill the current guild leader (and uncover the conspiracy) or information and proof to solve a mystery.

d6 The Mission

- | | |
|---|---------------------------|
| 1 | Find someone |
| 2 | Find something |
| 3 | Steal something |
| 4 | Find valuable information |
| 5 | Retrieve an object |
| 6 | Rescue someone |

HUNT

These contracts are for killing or hunting down a creature, an individual or a particular group, such as killing an evil wizard, slaying a creature in the wild and assassinate the leader of another guild. These contracts also involve destroying a particular object.

d4 The Mission

- | | |
|---|--|
| 1 | Slay a specific monster |
| 2 | Assassinate an individual |
| 3 | Kill all members from a particular group |
| 4 | Destroy a particular object |

PROTECTION

These contracts involve escorting someone through a dangerous area and defending a location such as holding a fortified outpost until the reinforcements arrive. These contracts also involves protecting someone, such as being the bodyguards of a noble in a diplomatic mission, and guard an object, such as defending an ancient magical tome and preventing of being destroyed.

d4 The Mission

- | | |
|---|--|
| 1 | Escort someone from one point to another |
| 2 | Defend a place or location |
| 3 | Protect an individual |
| 4 | Guard an object |

RAID

These contracts involve breaking, entering and cleaning a place, such as entering into an ancient temple, disable all the traps and slaying all creatures (so the archeologists can enter without danger) or raiding a bandit camp, destroying or stealing all their supplies.

These contracts also involves disabling particular objects, such as destroying the siege weapons before they reach the city, assaulting a caravan, blocking trade routes and disabling routes to a location.

d6 The Mission

- 1 Attack a location
- 2 Destroy a nearby camp
- 3 Steal supplies
- 4 Disable potential dangers
- 5 Blocking trade routes
- 6 Disabling an entrance

RESOURCE GATHERING

These contracts involve collecting materials or any resource needed for further uses, such as collecting a particular herb for creating a medicine to heal someone, mine some materials for creating special weapons and equipment and even buying materials from a remote place and transport it to a specific location.

d4 The Mission

- 1 Gather herbs and plants
- 2 Collect a specific mineral
- 3 Harvest a creature part
- 4 Buy or trade a resource

COLLECTING MATERIALS RULES

In the part 3 of this supplement you can find simple rules for harvesting parts from creatures, gathering plants and collecting other materials.

ADDITIONAL CONDITIONS

If you want to give a twist to the contracts, you can add one or more of the following conditions:

Stealthily. You cannot be detected or raise the alarm while you are doing the contract.

No Kills. You cannot kill while doing the contract.

Specific Time and Place. You need to complete the task contract in a specific day or moment. For example, you must assassinate an individual when it's talking in front of a crowd of people in the town square.

Against Time. You have a limited time to do the contract. For example, another group is going to do the same contract at the same time, and the first group that finishes the contract gets the reward.

Local Resources. You can only use resources you can find in the location of your contract.

Limited Resources. You can only use some of your equipment. For example, you need to enter a party for gathering information, but you cannot enter with armor or weapons (but perhaps you can hide a dagger in your clothes).

LOCATION

After you have determined the contract type, you need to determine the location where the characters must go to complete the contract. Here you can find a table for general locations and a table for a specific location. You can use one or both tables to determine the location when needed.

d12 General Location

- 1 Arctic
- 2 Caves
- 3 Desert
- 4 Forest or jungle
- 5 Lake or river
- 6 Mountain

d12 General Location

- 7 Ocean
- 8 Plains
- 9 Swamp
- 10 Urban
- 11 Distant land
- 12 Another plane

If you use the distant land or another plane, roll again to determine the setting of the location (for example, you can make the contract to be in another continent or in the elemental plane of earth)

d20 Specific Location

- 1 Ancient ruins
- 2 Battlefield
- 3 Catacombs
- 4 Cliffs
- 5 Dungeon
- 6 Encampment
- 7 Fortress or castle
- 8 Mansion
- 9 Market
- 10 Oasis

d20 Specific Location

- 11 Palace
- 12 Prison
- 13 Sanctuary or Shrine
- 14 Sewers
- 15 Storehouse
- 16 Tavern
- 17 Temple
- 18 Tomb
- 19 Tower
- 20 Undercity



CONTRACT REWARDS

Finally, you need to determine what kind of rewards the characters will get after successfully finishing the contract. In general, the contract will reward with gold and reputation points for the guild.

GOLD

Almost every contract has a gold reward. A simple way to determine the amount of gold the contract gives is by using the following tables. You can modify these values as much as you need.

BASIC CONTRACTS

Party Level	Gold per Character	Party Level	Gold per Character
1st	10 gp	11th	320 gp
2nd	20 gp	12th	400 gp
3rd	30 gp	13th	440 gp
4th	50 gp	14th	500 gp
5th	100 gp	15th	560 gp
6th	120 gp	16th	640 gp
7th	150 gp	17th	780 gp
8th	180 gp	18th	840 gp
9th	220 gp	19th	980 gp
10th	240 gp	20th	1,140 gp

ADVANCED CONTRACTS

Party Level	Gold per Character	Party Level	Gold per Character
1st	20 gp	11th	720 gp
2nd	40 gp	12th	900 gp
3rd	80 gp	13th	1,020 gp
4th	100 gp	14th	1,140 gp
5th	220 gp	15th	1,280 gp
6th	280 gp	16th	1,440 gp
7th	340 gp	17th	1,760 gp
8th	420 gp	18th	1,900 gp
9th	480 gp	19th	2,180 gp
10th	560 gp	20th	2,540 gp

PAYING FOR CREATURE'S PARTS

If a contract or bounty also pays for creature's parts, you can determine the prize following the rules found in the Collecting Materials section later in this supplement.

REPUTATION POINTS

Another way to reward the characters is by giving reputation points for doing the contract, allowing them to gain ranks in the guild and unlock more benefits. You can determine the amount of reward points per character using the following tables.

BASIC CONTRACTS

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	3	11th	80
2nd	5	12th	100
3rd	8	13th	110
4th	13	14th	125
5th	25	15th	140
6th	30	16th	160
7th	38	17th	195
8th	45	18th	210
9th	55	19th	245
10th	60	20th	285

ADVANCED CONTRACTS

Party Level	Reputation points per Character	Party Level	Reputation points per Character
1st	5	11th	180
2nd	10	12th	225
3rd	20	13th	255
4th	25	14th	285
5th	55	15th	320
6th	70	16th	360
7th	85	17th	440
8th	105	18th	475
9th	120	19th	545
10th	140	20th	635

OTHER REWARDS

A guild can give additional rewards to characters for finishing contracts, such as free training in one particular tool, information about something in particular, objects and magic items.

PART 2

The Wild



CHAPTER 4: SURVIVING IN THE WILD

In the wild, it's obvious that manmade structures do not appear whenever characters are in need of shelter and warmth. While adventurers can plan a route through the wild to arrive places for rest and avoid having to camp in the wild, this only happens a few times, and characters can only have a shelter if they are able to fashion some kind of structure from the available natural materials or if they take the necessary gear along with them.

BASIC NEEDS

While traveling through the wild, creatures and characters must have enough amounts of food and water to survive and protection against precipitation, wind, cold and heat.

FOOD AND WATER

Creatures that don't eat or drink suffers the effects of exhaustion. Exhaustion caused by lack of food or water can't be removed until the creature eats and drinks the full required amount. Water needs are doubled if the weather is hot.

FOOD AND WATER NEEDS

Creature Size	Food per Day	Water per Day
Tiny	1/4 pound	1/4 gallon
Small	1 pound	1 gallon
Medium	1 pound	1 gallon
Large	4 pounds	4 gallons
Huge	16 pounds	16 gallons
Gargantuan	64 pounds	64 gallons

- A creature 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 creature 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 creature automatically suffers one level of exhaustion. A normal day of eating resets the count of days without food to zero.
- A creature that 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 creature with access to even less water automatically suffers one level of exhaustion at the end of the day. If the creature already has one or more levels of exhaustion, the creature takes two levels in either case.

FORAGING (DMG, P.111)

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check, with the DC determined by the abundance of food and water in the region.

FORAGING

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

If multiple characters forage, each character makes a separate check. On a Successful check, roll 1d6 + the character's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons).

GETTING MEAT (FORAGING VARIANT)

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw (DC 15) to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the Creature Food Yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature, but doing so might destroy other parts such as the creature hide and organs.

CREATURE FOOD YIELD

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.
Huge	64 lb.
Gargantuan	128 lb.

DRINKING BLOOD

While characters can also collect blood in vials as resources, in other cases, the extreme need of water can drive someone to harvest a creature's blood and drink it to stay alive. When a character makes a Wisdom (Survival) check to collect meat as food, it can also collect a number of gallons of blood equal to half the amount of meat. A character drinking blood must make a Constitution saving throw (DC 15) to avoid vomiting.

COOKING AND PURIFYING

Even though a character can eat meat or drink blood from any creature for nourishment, some of them can be poisonous, be diseased or cause other special effects to the character if its not prepared or cooked correctly.

WARMTH

Some terrains require special gear or shelter that helps characters to maintain its personal temperature. Walking in the arctic, through a desert or even during heavy rain may force creature to find shelter or suffer the consequences. Up to the DM, if creatures are not properly protected, they must make a saving throw against extreme cold or extreme heat at the end of the day, which are described in the chapter 5 of the *Dungeon Master's Guide*.

CAMPING

Characters can carry a tent to protect themselves against wind and rain, but sometimes they don't have access to that kind of gear, and in those situations they can try to find a natural shelter or build one using materials they can gather. Natural shelters are divided in two types: basic and advanced.

Basic Shelter. Almost every natural shelter found in the wild is considered as a basic shelter. This shelter has enough space for 4 medium-sized creatures, and in general they're constructed from many small pieces of vegetation. Due to its simple design, a basic shelter protects against wind or precipitation (determined by the DM).

Advanced Shelter. An advanced shelter have space for 6 medium-sized creatures or more and protects everyone inside against the wind, rain, snow and other environmental features. Additionally, an advanced shelter helps to maintain the personal temperature and in some cases it also provides some defenses against wild creatures.

NATURAL SHELTERS

Terrain and time are the mayor factors that determines the chance for adventurers to be able to locate a natural shelter or construct something out of materials they find the zone.

Arctic zones has no useful vegetation that adventurers can use for shelter, but they can find crevasses and make improvised snow walls that can provide some protection.

Desert zones has no vegetation that adventurers can use, but they can run across irregularities in the surface, such as large rocks and some dunes that can provide shelter on at least one side.

Forest zones are one of the easiest terrains to find natural shelter. Trees and large plants can give adventurers some protection from wind and rain. In a forest, boughs or branches can be cut from trees and laid across a grid of poles to give characters a roof over their heads and protection from wind.

Hills are full of irregular terrain that can serve as a simple windbreak. Additionally, thick vegetation is fairly abundant during most of the year, allowing adventurers to fashion a windbreak out of it.

Mountains, for this purpose, are considered to be rough, rocky areas with little or no vegetation. However, adventurers can come across some natural features, such as caves and alcoves that are large enough for the group.

Plains are generally flat, but not necessarily featureless. A small gully might help adventurers to get out of the wind. Additionally, if a plain has some vegetation, characters may be able to gather enough branches and greenery for a windbreak.

Swamps commonly have vegetation that can be scavenged and used as shelter, and characters can come across a fallen tree or similar feature that can help as a shelter.

FINDING NATURAL SHELTER

Characters can make a Wisdom (Survival) check to try to find a natural shelter in the area. Depending on the terrain, the difficulty and time to find an appropriate shelter varies, as shown in the following table.

Terrain	DC	Time Needed
Arctic	25	30 minutes
Desert	25	30 minutes
Forest	10	10 minutes
Hills	10	10 minutes
Mountains	20	20 minutes
Plains	20	20 minutes
Swamps	15	15 minutes

In general, this check should be made whenever characters are looking for shelter. On a successful check, they find a basic shelter, or an advanced shelter if the check succeeds by 5 or more. On a failure, they can make a new check after 10 minutes if they keep moving.

ADDITIONAL CONDITIONS

You can increase the DC and time depending on some special conditions, such as looking for a shelter in the night or while it's raining.

- **Rain, fog and low visibility areas.** Increase the DC by 3 and add half the base time.
- **Storm, snowfall and no visibility areas.** Increase the DC by 5 and it takes twice the base time.

It's up to the DM to determine the properties of the shelter they find. For example, A large rock can be used as a basic shelter because it protects against the wind, but it doesn't protect against rain or snow, while a cave in the face of a mountain can be considered an advanced shelter, because it protects against wind, rain and snow.

UPGRADING A SHELTER

While characters can look for natural shelter, they can also gather materials and upgrade a basic shelter into an advanced shelter or add extra features, such as a palisade wall or other defensive measures.

COLLECTING MATERIALS

A character can gather materials by making an Wisdom (Survival) check or a Strength (Athletics) check. Use the table under the Finding Natural Shelter part to determine the DC and time used for collecting materials. During this activity, the character gather branches and vegetation that is lying in the area, cut down a tree to collect wood or mine a big rock to collect stones.

On a success, it collects a number of units equal to 2d6 + its Constitution modifier. A character can make a number of checks per day equal to twice its Constitution modifier (minimum 1).

UPGRADING

For upgrading a shelter, the character must use a number of units of materials depending on which feature they want, as shown in the table below. Multiple characters can combine their efforts toward the upgrading of the shelter, reducing the time by ten times its Constitution modifier for each character working on the upgrade to a minimum of 10 minutes. For example, a character with a Constitution modifier of +2 will reduce the time it takes to finish a shelter feature by 20 minutes.

UPGRADING A SHELTER

Feature	Units Required	Time
Advanced shelter upgrade	15	4 hours
Basic wall	6	1 hour
Platform	10	2 hours
Spike barrier	5	30 minutes
Stone wall	10	4 hours

Advanced Shelter Upgrade. Upgrading a basic shelter into an advanced shelter includes a door, simple roofing and walls made from various pieces of thatch, wood, stone or similar. Upgrading a shelter allows up to 6 medium-sized creatures to enter and protect themselves.

Basic Wall. This 15-foot long, 6 feet tall fence or wall is made from wooden stakes, tree trunks, adobe or even bones, and it's used as a defensive structure or enclosure. Each 5 feet of wall has an AC 15, 15 hit points and a damage threshold of 5.

Platform. This 10-foot square wooden platform is attached on a large tree, or raised on piles over the soil, enabling to build on it. The platform can be built up to 10 feet high and includes a simple wooden staircase to access the platform.

Spike barrier. A 10-foot long barrier with many wooden or bone spikes. The area covered by the barrier is considered difficult terrain. Any creature that moves through the spike wall must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage. The barrier has an AC 15, 15 hit points and a damage threshold of 5.

Stone Wall. A stone wall is a 15-foot long, 6 feet tall wall made from brick-and-mortar, used as a defensive structure or enclosure. Each 5 feet of wall has an AC 17, 30 hit points and a damage threshold of 10.

Some of this upgrades might not available to build in certain terrains due the type of materials needed. For example, a spike barrier might be hard to craft in a desert since it requires wood or large bones.

ADDITIONAL FEATURES

While the upgrading features covers the most basic and generic ones, you can also create new ones, such as a clay oven, wooden furniture and such for creating a survival-themed campaign.



CHAPTER 5: DANGERS OF THE WILD

ENVIRONMENTAL HAZARDS

In this section you can find new environmental hazards, which follows similar rules as traps or lair actions. To determine the DC and damage, use the following tables.

HAZARDS SAVE DCs AND ATTACK BONUSES

Hazard Danger Level	Save DC
Setback	10-11
Dangerous	12-15
Deadly	16-20

DAMAGE SEVERITY BY LEVEL

Character Level	Setback	Dangerous	Deadly
1st-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10

HAZARD EXAMPLES

Here is a list of new hazards ready to use in your campaigns. Each hazard has one or more hazard danger levels which determine the DC for the checks and the damage they deal.

AVALANCHES, ROCKFALLS AND MUDSLIDES

Any Level of Hazard

Any character in the area where the hazard occurs must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage and is buried by the hazard, or half as much damage on a successful one. The area is filled with snow, rubble or mud and becomes difficult terrain.

Any buried creature is considered suffocated, and it can dig through to free itself. To do so, the creature must succeed a number of Strength (Athletics) checks, as shown in the following table.

Hazard Level	Number of Checks
Setback	2
Dangerous	3
Deadly	4

You can read more about suffocating rules in the chapter 8 of the *Player's Handbook*.

BLIZZARD

Setback Hazard

The area affected by a blizzard is considered difficult terrain. When a creature without proper shelter is in the area affected by the blizzard for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one. If a creature is wearing warm clothing, it has advantage on the saving throw.

EARTHQUAKES

Any Level of Hazard

A tremor shakes the area; each creature on the ground in that area must make a Dexterity saving throw or be knocked prone.

The hazard level is determined by the proximity to the epicenter or the intensity of the earth tremor:

- **Setback.** Far from the epicenter or light earthquake.
- **Dangerous.** Near the epicenter or moderate earthquake.
- **Deadly.** Very close to the epicenter or severe earthquake.

ELEMENTAL CLOUD

Any Level of Hazard

This cloud is made with elemental essence. When a creature enters the cloud, it must make an appropriate saving throw, taking damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw.

Cloud Color	Damage Type	Saving Throw
Black	Necrotic	Constitution
Cyan	Cold	Constitution
Gray and Yellow	Lightning	Dexterity
Light Green	Acid	Constitution
Purple	Psychic	Wisdom
Red	Fire	Constitution
White	Force	Intelligence

HAILSTORM

Dangerous Hazard

Similar to a blizzard, the terrain affected by the hailstorm is considered difficult terrain. When a creature without proper shelter is in the area affected by the hailstorm for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one.

INSECT SWARM

Setback Hazard

A cloud of swarming insects fills a 20-foot-radius sphere. The swarm moves at 20 feet on each round. When a creature enters the cloud, it must make a Constitution saving throw. On a failed save, it takes piercing damage, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw. A creature cannot be damaged by the insect swarm if it's wielding a torch or if it is at least 5 feet from a fire.

LAVA

Deadly Hazard

The lava is considered difficult terrain. Any creature that enters the lava takes fire damage. A creature that ends its turn in the lava takes fire damage.

LIGHTNING STORMS

Dangerous or Deadly Hazard

The DM rolls a d100 to determine if any creature is hit by a lightning.

This check can be made at the beginning of each turn during a combat or in any time while the party is not in combat.

d100	Number of Creatures
1-50	0
51-70	1d4
71-80	1d6
81-90	1d8
91-100	1d10

The creatures hit by a lightning are determined by the DM, and any creature in the area under total cover from above cannot take damage.

MAGMA ERUPTIONS

Dangerous Hazard

Magma erupts from a point on the ground, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a Dexterity saving throw, taking fire damage on a failed save, or half as much on a successful one.

POISON CLOUDS AND SPORES

Setback Hazard

When a creature enters the cloud, it must make a Constitution saving throw, taking poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must make another saving throw.

RAPIDS

Setback Hazard

When a Large or smaller creature enters the rapids its pushed 30 feet way in the direction of the water flow and it must succeed on a Strength saving throw or take bludgeoning damage. Any creature caught by the rapids can make a Strength (Athletics) check to swim out of the rapids.

ROGUE WAVE

Dangerous Hazard

A large and unexpected wave that can be extremely dangerous. When a creature is hit by the rogue wave, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful save. The rogue wave, along with any creatures in it, moves in a straight line at a speed of 50 feet per turn, and any Huge or smaller creature inside the wall must succeed on a Strength saving throw or take damage. The wave damage is reduced by 1d10 on each subsequent round. When the damage is reduced to 0, the wave ends.

A creature caught by the wave can move by swimming and it can make a Strength (Athletics) check to swim out of the wave.

SANDSTORMS

Dangerous Hazard

Any creature in the sandstorm must make a Constitution saving throw or be blinded until the sandstorm ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot be blinded by the sandstorm if it's wearing goggles or something that protects its eyes.

Any check that relies on sight is made with disadvantage for the duration of the sandstorm.

UNSTEADY GROUND

Setback Hazard

The floor in the area is considered difficult terrain. Any creature on the ground that starts moving on its turn while in the area must succeed on a Dexterity (Acrobatics) check or fall prone. If a creature uses a Dash action, it must make another check.



DANGEROUS TERRAINS

In the following section you can find survival considerations and hazards for various terrains. You can combine different terrains to create a more dynamic (and probably more deadly) environment.

ARCTIC

Cold and Extreme Cold. The temperatures in this environment are lower than other places, and you need proper gear for resisting this temperatures. Whenever the temperature is at or below 0 degrees Fahrenheit, you must follow the rules of extreme cold.

EXTREME COLD (DMG, P.110)

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Food Scarcity. It's hard to find food like plants and creatures due the low temperatures. All the checks for foraging and hunting have a DC equal to 20.

Shelter. In general, the arctic areas are vast frozen plains with big glaciers and rocks, making it difficult to find a natural shelter.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches	CAW, P.55	Only near mountains
Blizzard	CAW, P.55	
Elemental Cloud	CAW. 55	Cyan clouds only
Frigid Water	DMG, P.110	
Hailstorm	CAW, P.55	
Chasms and Ice Cracks	DMG, P.122	Use the pits trap
Slippery Ice	DMG, P.110	
Thin Ice	DMG, P.111	

CAVES

Darkness and Light. Most of the natural caves don't have light sources, so anyone who enters must bring their sources of light and fire for warmth, cooking and in some cases, defense. A caves might have some light sources, such as groups of fluorescent fungus or other dangerous light sources, like lava.

Orientation and tracking. Inside a cave it's almost impossible to determine where's North: lots of caves are just tunnels connected, making it more difficult to create an accurate map of it.

Flooding. Some parts of the caves might be close to a water source or any other liquid that can quickly fill a room.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CAW, P.55	Might cause rockfalls
Elemental Cloud	CAW, P.55	
Lava	CAW, P.55	
Pits	DMG, P.122	
Rockfalls	CAW, P.55	
Unsteady Ground	CAW, P.56	

DESERT

Heat and Extreme Heat. The opposite of the arctic terrain, temperatures in this environment are higher than other places, and you need enough water supplies for resisting the heat. Whenever the temperature is at or above 100 degrees Fahrenheit, you must follow the rules of extreme heat.

EXTREME HEAT (DMG, P.110)

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Shelter. In general, the desert areas are just sand and rocks (in some areas they might be some scattered shrubs), making it difficult to find a safe campsite.

Strong Wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Water Scarcity. Finding water in a desert is extremely difficult, unless you're near an Oasis. All checks made for getting water have a DC equal to 20.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CAW, P.55	
Elemental Cloud	CAW, P.55	Mostly red clouds
Lightning Storms	CAW, P.56	
Sandstorms	CAW, P.56	

FORESTS AND JUNGLES

Density. Sometimes is hard to walk through a forest due the great number of plants, trees and vegetation. In most of the cases, you can't walk in a straight line through the forest.

Orientation and tracking. Inside a forest, the trees covers the sky, making it hard to determine where's North, and depending the density of the forest it might be harder to keep a track.

Sight and hearing. It might be more difficult to see or hear your surroundings because the density of the forest, the tree shadows, obstacles (such a fallen tree) and the sound of the trees and vegetation moving with the wind.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Earthquakes	CAW, P.55	Might cause trees to fall
Elemental Cloud	CAW, P.55	
Insect Swarms	CAW, P.55	
Lightning Storms	CAW, P.56	Might cause a forest fire
Poison Clouds and Spores	CAW, P.56	
Razorvine	DMG, P.110	

LAKES, RIVERS AND OCEAN

Orientation and tracking. In the middle of the ocean or under a storm, it's difficult to determine the cardinal points without the proper tools.

Shipwrecks. In the ocean, lakes and even in rivers there're rocks, icebergs, and more that can damage or destroy a ship or boat.

Water streams. The river streams can change drastically depending on the terrain around the rivers, like the terrain elevation, inclination and waterfalls.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CAW, P.55	
Hailstorm	CAW, P.55	Only near arctic zones
Frigid Water	DMG, P.110	Ocean only
Lightning Storms	CAW, P.56	
Rapids	CAW, P.56	Rivers only
Rogue Wave	CAW, P.56	Ocean only

MOUNTAINS

Altitude. When you're traveling at altitudes of 10,000 feet or higher above sea level, you must follow the high altitude rules.

Strong wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

HIGH ALTITUDE (DMG, P.110)

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Avalanches, rockfalls and mudslides	CAW, P.55	
Blizzard	CAW, P.55	
Hailstorm	CAW, P.55	
Lava	CAW, P.55	Near volcanoes
Lightning Storms	CAW, P.56	
Magma Eruptions	CAW, P.56	Near Volcanoes
Unsteady Ground	CAW, P.56	

SWAMPS

Clean water. Swamps are characterized by having slow-moving and stagnant waters, being harder to find drinkable water. Drinking stagnant water might cause diseases.

Warmth. The swamps are wet and soggy, so finding dry resources for making a fire it's almost impossible.

Low visibility. Mist, fog and lowlands are common in this terrain, and they reduces the visibility of any creature.

ENVIRONMENTAL HAZARDS

Hazard	Source	Notes
Elemental Cloud	CAW, P.55	
Insect Swarms	CAW, P.55	
Mudslides	CAW, P.55	
Poison Clouds and Spores	CAW, P.56	
Quicksand	DMG, P.110	
Razorvine	DMG, P.110	
Unsteady Ground	CAW, P.56	

SPECIAL TERRAINS

In the wilderness, there're places that have been touched by ancient magic or energies for centuries, creating a persistent effect on those lands. Here're some ideas for creating special terrains you can add to flesh a particular zone in the wild.

BLOOD ROCK

This area was part of old and forgotten ceremonial sacrifices, a massive battle between armies that fought for centuries or the place where a powerful otherworldly creature was slain. The area is covered by stones with a red tone, bones covered by dirt and mud and dry blood. Any creature standing in this area can score a critical hit on a 19 or 20.

Long-Term Effect: A creature must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, the creature must use its action each round to attack the nearest creature it sees. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.

DEATH CIRCLE RUINS

This area surrounded by dark stone pillars is infused with necrotic energy. Any healing effect, such as a *cure wounds* spell only heals half the total amount in this area.

Long-Term Effect: A living creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, its hit point maximum is reduced by 1d6. To recover the reduced hit points, the creature must spend 1 hour outside the area covered by the death circle ruins.

DEFILED GROUND

The dark energy fills this area, attracting undead creatures to this area. Any undead creature gains a +1 bonus on attack rolls while standing in the defiled ground. Additionally, when an undead is reduced to 0 hit points, roll a d20. On a 10 or higher, the undead creature rises with 1 hit point on its next turn. If an undead is reduced to 0 hit points by radiant damage, it cannot roll for rising again.

Long-Term Effect: A creature must succeed on a DC 10 Constitution saving throw at the end of each hour. On a failed save, it takes 5 necrotic damage.

GRAB GRASS

This thick, tough grass grows in areas constantly touched by Feywild magic that clings to characters and creatures that falls prone. An area covered by grab grass is considered difficult terrain, and any creature that falls prone in this area must make a Strength (Athletics) check to stand up (DC 10).

LIFE CIRCLE RUINS

This area surrounded by white stone pillars is infused with pure life energy. Every 1 minute, any living creature that begins its turn in the area regains 2 hit points.

Long-Term Effect: Any living creature that stays in this area for 1 hour can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed or poisoned.

PLANETOUCH

Due to planar energy, a powerful artifact or some other factor, this terrain boosts certain types of energy related to one plane. Pick one damage type from the following list: Acid, Cold, Fire, Force, Lightning, Necrotic, Psychic or Radiant. Any attack that deals the chosen damage type deals an extra 1d6 damage of that type.

SACRED SHRINE

A sacred shrine is dedicated to a particular deity, infusing with divine energy the area nearby. A creature that shares the deity's alignment gains a +1 bonus on attack rolls while standing in the area covered by the shrine.

Long-Term Effect: A creature that has a different alignment to the deity's alignment must succeed on a DC 10 Wisdom saving throw at the end of each hour. On a failed save, it has disadvantage on attack rolls against creatures that shares the deity's alignment. At the end of each of its turns, the creature can make a new Wisdom saving throw. On a success, the effect ends until another hour passes.



PART 3

Complete Crafting



CHAPTER 6: COLLECTING MATERIALS

WHEN ADVENTURING, IT'S POSSIBLE TO find common and exotic materials which are used to craft new objects and gear. In this section you will find new rules for collecting materials, which can be used for crafting new weapons, armor, clothing, and other kind of gear. This document expands the crafting rules found in the downtime revisited section of the *Xanatar's Guide to Everything* to focus on the process of collecting new materials for crafting new items.

MATERIAL SOURCES

When the characters are camping in a forest, exploring an abandoned mine, diving in the ocean, or surviving in a dungeon, they can also search and gather raw materials for crafting.

Every day, characters can collect materials while traveling through the wild or exploring a dungeon or a cave. These materials can be found by mining a mineral vein, gathering plants and herbs for potions and other concoctions, and harvesting or collecting creature parts for later use.

CREATURES

Creature parts are mostly used as materials and creating armor and weapons. Others take some of the creature parts as trophies and decorations for their armor and houses.

When characters hunt down or finds a dead creature they can attempt to harvest some parts for crafting and surviving. Since creatures and monsters varies in type and rarity, the characters must make a specific ability check.

The Extracting Creature Parts table shows which ability check a character must make to extract some parts from a creature. The **DC for harvesting a part equals to 12 plus half the creature challenge rating** (creatures with a challenge rating lower than 2 don't add it to the DC).

EXTRACTING CREATURE PARTS

Creature Type	Ability Check
Aberration, construct, dragon, elemental, ooze	Arcana
Beast, giant, humanoid, monstrosity, plant	Nature
Celestial, fey, fiend, undead	Religion

The number of checks a character can make depends of the size of the creature. Every harvest check takes 1 hour to complete, even if the character fails the roll. Each successful check gives the character a number of units which can be used for crafting new pieces of equipment, objects, and other kind of gear. On the other side, a failure destroys the part.

The DM determines the number of checks the party can make for each part they want to harvest. He also decides the amount of units a character get, but the number of units cannot exceed the maximum shown in the following table.

Creature Size	Maximum Checks	Maximum Units per Check
Tiny	1	1/4 unit
Small	2	1/2 unit
Medium	2	1 unit
Large	3	2 units
Huge	4	3 units
Gargantuan	5	4 units



For example, characters can make multiple checks for harvesting various units of scales from a large red dragon, but they can make only one check for harvesting the heart (which gives only 1 unit instead of two).

CREATURE ESSENCE

All creatures are divided in various types, and characters can extract a unit of that essence using an *essence extraction device*. You can read more about that magic item in the New Magic Items section.

PARTS VALUES

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creature's parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

UNITS VALUE

CR	Creature rarity	Unit value
3 or less	Common	1% of the creature exp.
4-8	Uncommon	5% of the creature exp.
9-12	Rare	10% of the creature exp.
13-18	Very Rare	25% of the creature exp.
19+	Legendary	50% of the creature exp.

As examples, if a character harvest one unit of feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp. A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 3,750 gp (CR 16).

KEEPING PARTS CHILLED

If characters wants to keep some creature parts for later use, they need to maintain the parts in a chilled place to avoid decomposition. Check the *Bag of Colding* in the New Magic Items section of this supplement.

OTHER MATERIALS

In addition to the materials a character can collect from creatures, there're plenty of other sources for gathering raw materials for crafting and other uses. These materials are divided in **minerals** (like orichalcum and obsidian), **non-minerals** (like darkwood), and **plants and herbs**.

MINERALS

Minerals are earthen materials used for making armor, weapons, and when using exotic materials, those pieces of gear gain special qualities.

To extract minerals, a character must use a miner's pick and make a Strength (Athletics) check. The DC for extracting ores is always 15. On a success, the character collects a number of ore units equal to 1d4 + its Constitution modifier (minimum 1 unit).

If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores are.

NON-MINERAL MATERIALS

There're also other materials which are not ores or gemstones, such as wood, stone, and coral that can be also used to craft weapons, armor, and other kind of items and gear.

For collecting those materials, a character needs to make a Strength (Athletics) or a Dexterity check, depending on the material (DC 15). On a success, the character collects a number of units equal to 2d4 + its Constitution modifier (minimum 1).

For example, if a character wants to collect some units of darkwood, he must make a Strength (Athletics) check to cut down the tree with an axe and get the material. On a success, the character collects a number of darkwood units equals to 1d4 + its Constitution modifier.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represents all the time the character uses to find and extract the materials.

PLANTS AND HERBS

Plants are mostly used for creating alchemical mixtures, cooking, and in some cases for creating dyes for painting.

To gather plants, herbs and other similar resources the character must success a DC 15 Intelligence (Nature) check. On a success, the character collects a number of units equal to 1d4 + its Intelligence modifier (minimum 1 unit).

The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

BUYING AND SELLING

It's up to the DM to determine if collected materials can be sold (and in some cases, bought). The value of each unit depends of the material. For more information about special materials and values, read the material description section of this supplement.

PLANTS AND HERBS BY AREAS

In the following tables you can see examples of plants for various environments. When a character succeeds a roll to gather plants and herbs, the DM can chose one of the following plants or roll a d20 to determine it randomly. You can read more information about each plant in the material description section.

ARCTIC/COLD AREAS

1d8	Name
1	Aniseed sap
2	Ghostly snowdrop
3-4	Kreet paste
5	Spineflower berries
6	White poppy
7	Winter turtlehead
8	Yeti's Parsley

CAVES

1d6	Name
1	Abyss flower
2	Banshee's lament
3	Ebrium fungus
4	Glowing duscule
5	Nightshade
6	Viper thistle

ARID/DESERT AREAS

1d6	Name
1	Crimson brittlebush
2	Dried ephedra
3	Ellond shrub
4	Iron thistle
5	Twilight wormwood
6	Wizard's clover

FORESTS

1d6	Name
1	Ash chives
2	Blue cress
3	Drojos ivy
4	Kasuni juice
5	Olina petals
6	Thunderleaf

LAKES, RIVERS AND OCEAN

1d6	Name
1	Blue seaweed
2	Chromatic mud
3	Golden coneflower
4	Healer's boon
5	Mermaid braid
6	Slime thimbleberry

MOUNTAINS

1d8	Name
1	Angel flower
2	Golden hibiscus
3	Lunar nectar
4-5	Storm daisy
6	Sugar hibiscus berries
7	Tempest flower
8	Wolf hair

PLAINS

1d8	Name
1	Blood herb
2	Dragontongue petals
3	Dusk itchweed
4	Gray gilliflower
5	Mandrake root
6	Raven silkweed
7-8	Ucre bramble

SWAMPS

1d6	Name
1	Blackleaf rose
2	Bone garlic
3	Ecire laurel
4	Frenn moss
5	Goblin mud
6	Wisp stems

CHAPTER 7: CRAFTING RULES (XGTE)

DURING ADVENTURES AND TRAVELS, A character can collect and harvest a series of materials and objects to craft common and special equipment. This supplement expands the following crafting rules, which can also be found in the *Xanatar's Guide to Everything*.

CRAFTING AN ITEM

A character who has the time, the money, and the needed tools can use downtime to craft armor, weapons, clothing, or other kinds of nonmagical gear.

Resources and Resolution. In addition to the appropriate tools for the item to be crafted, a character needs raw materials worth half of the item's selling cost. To determine how many workweeks it takes to create an item, divide its gold piece cost by 50. A character can complete multiple items in a workweek if the item's combined cost is 50 gp or lower. Items that cost more than 50 gp can be completed over longer periods of time, as long as the work in progress is stored in a safe location.

Multiple characters can combine their efforts. Divide the time needed to create an item by the number of characters working on it. Use your judgment when determining how many characters can collaborate on an item. A particularly tiny item, like a ring, might allow only one or two workers, whereas a large, complex item might allow four or more workers.

A character needs to be proficient with the tools needed to craft an item and have access to the appropriate equipment. Everyone who collaborates needs to have the appropriate tool proficiency. You need to make any judgment calls regarding whether a character has the correct equipment. The following table provides some examples.

Proficiency	Items
Herbalism kit	Antitoxin, <i>potion of healing</i>
Leatherworker's tools	Leather armor, boots
Smith's tools	Armor, weapons
Weaver's tools	Cloaks, robes

If all the above requirements are met, the result of the process is an item of the desired sort. A character can sell an item crafted in this way at its listed price.

Crafting Magic Items. Creating a magic item requires more than just time, effort, and materials. It is a long-term process that involves one or more adventures to track down rare materials and the lore needed to create the item.

Potions of healing and *spell scrolls* are exceptions to the following rules. For more information, see "Brewing Potions of Healing" later in this section and the "Scribing a Spell Scroll" section, below.

To start with, a character needs a formula for a magic item in order to create it. The formula is like a recipe. It lists the materials needed and steps required to make the item.

An item invariably requires an exotic material to complete it. This material can range from the skin of a yeti to a vial of water taken from a whirlpool on the Elemental Plane of Water. Finding that material should take as part of an adventure.

The Magic Item Ingredients table suggests the challenge rating of a creature that the characters need to face to acquire the materials for an item. Note that facing a creature does not necessarily mean that the characters must collect items from its corpse. Rather, the creature might guard a location or a resource that the characters need to access to.

MAGIC ITEM INGREDIENTS

Item Rarity	CR Range
Common	1-3
Uncommon	4-8
Rare	9-12
Very Rare	13-18
Legendary	19+

If appropriate, pick a monster or a location that is a thematic fit for the item to be crafted. For example, creating a *mariner's armor* might require the essence of a water weird. Crafting a *staff of charming* might require the cooperation of a specific arcanaloth, who will help only if the characters complete a task for it. Making a *staff of power* might hinge on acquiring a piece of an ancient stone that was once touched by the god of magic—a stone now guarded by a suspicious androsphinx.

In addition to facing a specific creature, creating an item comes with a gold piece cost covering other materials, tools, and so on, based on the item's rarity. Those values, as well as the time a character needs to work in order to complete the item, are shown on the Magic Item Crafting Time and Cost table. Halve the listed price and creation time for any consumable items.

MAGIC ITEM CRAFTING TIME AND COST

Item Rarity	Workweeks*	Cost*
Common	1	50 gp
Uncommon	2	200 gp
Rare	10	2,000 gp
Very Rare	25	20,000 gp
Legendary	50	100,000 gp

*Halved for a consumable item like a potion or scroll

To complete a magic item, a character also needs whatever tool proficiency is appropriate, as for crafting a nonmagical object, or proficiency in the Arcana skill.

If all the above requirements are met, the result of the process is a magic item of the desired sort.

Complications. Most of the complications involved in creating something, especially a magic item, are linked to the difficulty in finding rare ingredients or components needed to complete the work. The complications a character might face as byproducts of the creation process are most interesting when the characters are working on a magic item: there's a 10 percent chance for every five workweeks spent on crafting an item that a complication occurs. The Crafting Complications table provides examples of what might happen.

CRAFTING COMPLICATIONS

d6 Complication

- 1 Rumors swirl that what you're working on is unstable and a threat to the community.*
- 2 Your tools are stolen, forcing you to buy new ones.*
- 3 A local wizard shows keen interest in your work and insists on observing you.
- 4 A powerful noble offers a hefty price for your work and is not interesting in hearing a no for an answer.*
- 5 A dwarf clan accuses you of stealing its secret lore to fuel your work.*
- 6 A competitor spreads rumors that your work is shoddy and prone to failure.*

*Might involve a rival

Brewing Potions of Healing. Potions of healing fall into a special category for item crafting, separate from other magic items. A character who has proficiency with the herbalism kit can create these potions. The times and costs for doing so are summarized on the Potion of Healing Creation table.

POTION OF HEALING CREATION

Type	Time	Cost
Healing	1 day	25 gp
Greater healing	1 workweek	100 gp
Superior healing	3 workweeks	1,000 gp
Supreme healing	4 workweeks	10,000 gp

VARIANT RULE: FAST CRAFTING

If you want players to craft items faster, you can reduce the time and cost of crafting any item to half (rounded up). For example, crafting a rare magic item will take 5 workweeks and 1,000 gp worth in raw materials.

SCRIBING A SPELL SCROLL

With time and patience, a spellcaster can transfer a spell to a scroll, creating a *spell scroll*.

Resources. Scribing a *spell scroll* takes an amount of time and money related to the level of the spell the character wants to scribe, as shown in the Spell Scroll Costs table. In addition, the character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to scribe a scroll of that spell.

If the scribed spell is a cantrip, the version of the scroll works as if the caster were 1st level.

SPELL SCROLL COSTS

Spell level	Time	Cost
Cantrip	1 day	15 gp
1st	1 day	25 gp
2nd	3 days	250 gp
3rd	1 workweek	500 gp
4th	2 workweeks	2,500 gp
5th	4 workweeks	5,000 gp
6th	8 workweeks	15,000 gp
7th	16 workweeks	25,000 gp
8th	32 workweeks	50,000 gp
9th	48 workweeks	250,000 gp

Complications. Crafting a *spell scroll* is a solitary task, unlikely to attract much attention. The complications that arise are more likely to involve the preparation needed for the activity. Every workweek spent scribing brings a 10 percent chance of a complication, examples of which are on the Scribe a Scroll Complications table.

SCRIBE A SCROLL COMPLICATIONS

d6 Complication

- 1 You bought up the last of the rare ink used to craft scrolls, angering a wizard in town.
- 2 The priest of a temple of good accuses you of trafficking in dark magic.*
- 3 A wizard eager to collect one of your spells in a book presses you to sell the scroll.
- 4 Due to a strange error in creating the scroll, it is instead a random spell of the same level.
- 5 The rare parchment you bought for your scrolls has a barely visible map on it.
- 6 A thief attempts to break into your workroom.*

*Might involve a rival



CHAPTER 8: MODULAR CRAFTING

WHILE CHARACTERS CAN CRAFT A specific item (nonmagical and magical), they can also craft their own gear depending on what they want. To create an object with special materials, a character needs an amount of material units for crafting it.

As general rule, a character needs 3 units of the same material for crafting a medium-sized creature armor or clothing, and 2 units of the same material for weapons, shields, and 10 units of ammunition. For bigger creatures, the character needs twice the amount of materials used for each size increment, and for smaller creatures, the character needs only half materials per each size smaller than medium.

Since magic items are more complex and unique features, a character might require more units of the same material or some units of different materials to craft the magic item.

MATERIAL DESCRIPTION

In the following section you can find a list of materials, their unit value and properties. Some of this materials might have other special features. For example, an armor made with dragon bones could grant you resistance to the dragon's breath weapon damage type.

Unless the materials are used for crafting magic items, a piece of gear crafted with any of these materials is non-magical.

CREATURES

There are a lot of different creatures in *Dungeons and Dragons*, and because of that, this section have some general creature parts that can be used for crafting. Feel free to create your own specific creature materials (such as using one unit of aboleth tail for crafting a magical +2 whip).

For non-magical armor and weapons you make with creature parts, you gain an extra benefit depending on the creature Challenge Rating, as shown in the following table.

NON-MAGICAL ARMOR AND WEAPONS BONUS

Creature CR	Armor Class	Weapons (attack and damage)
6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

For example, a scale mail created with scales from an adult blue dragon (CR 16) will grant a +1 bonus to the armor class, for a total of 15 + dex modifier (max. +2), and a longsword made with bones harvested from an ice devil (CR 14) will grant a +2 bonus to attack and damage rolls made with that weapon.

BONE

A series of bones joined together, mostly used by shamans and wildlings.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. A non-magical armor made with bones grants you a +3 bonus to Charisma (Intimidation) checks you make.

Weapon: Replaces the metal and wood.

CHITIN

These flexible shells of chitinous creatures such as giant crabs or remorhaz are used to craft armors, known to be lighter than metallic armors.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1.

Heavy armors made with chitin reduce the Strength requirement by 1.



CREATURE ESSENCE

All creatures are different, but they're grouped up in types which determines their fundamental nature.

Unit value: Determined by the creature's CR.

Weapon: Can be used to craft specific slaying weapons such as an *arrow of dragon slaying*.

Other: Can be used to craft specific potions, alchemical concoctions, and magic items such as a *brazier of commanding fire elementals*.

ELLOND HIDE

This brown-orange hide is harvested from desert and dry areas creatures.

Unit value: Determined by the creature's CR.

Armor: A non-magical hide armor made with ellond hide reduces the fire damage you take by 3. It's also used to craft a *hide armor of fire resistance*.

MONSTER FEATHERS

Hippogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.

Unit value: Determined by the creature's CR.

Armor: A non-magical armor made with monster feathers grants you a +3 bonus to Wisdom (Animal Handling) checks you make.

Other: Harvested monster feathers from a CR 9 or higher creature can be used to craft a *Quaal's feather token*.

MONSTER SCALES

Scales harvested from creatures, with a variety of colors, shapes and sizes.

Unit value: Determined by the creature's CR.

Armor: Replaces the metal. Used to craft a scale mail armor.

Harvested monster scales from a CR 13 or higher dragon can be used to craft a *dragon scale mail*.

SHADOWSILK

This black semi-transparent silk is carefully made by underground spiders and spider-like creatures.

Unit value: Determined by the creature's CR.

Armor: A non-magical armor made with shadowsilk grants you a +3 bonus to Dexterity (Stealth) checks to hide in lightly obscured areas (such as tree shadows). Harvested shadowsilk from a CR 13 or higher creature can be used to craft a *cloak of arachnida*.

MINERALS

ADAMANTINE

A shiny black metal, known as one of the hardest substances in existence.

Unit value: 250 gp.

Armor: Used to craft the *adamantine armor*.

Weapon: When you hit an object with an adamantine weapon or piece of ammunition, the hit is a critical hit.

AEROCRYSTAL

A light blue, glass-like crystal known for creating quick, precise weapons.

Unit value: 500 gp

Weapon: You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

AQUASTONE

Mostly used by sea and waterborne creatures to create their weapons and armors.

Unit value: 100 gp

Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with aquastone, your speed while swimming increases by 10 feet.

Weapons: Any melee weapon made with aquastone doesn't have disadvantage on the attack rolls while underwater.

ASMOROCH STEEL

A black scorched-like metal which is cold to touch.

Unit value: 500 gp

Armor: A non-magical armor made with asmoroch steel reduces the necrotic damage you take by 3. It's also used to craft an *armor of necrotic resistance* (metallic armor only)

Weapon: A non-magical weapon made with asmoroch steel deals an additional 1d4 necrotic damage. It's also used to craft necrotic damage dealing magic weapons, such as the *sword of life stealing*.

COLD IRON

This iron is worked entirely while cold, known for its effectiveness against fey and fiendish creatures.

Unit value: 100 gp

Weapons: When you hit a fey or a fiend with a cold iron weapon, you can roll the damage again and use either result.

DARKSTEEL

A darkened blue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.

Unit value: 250 gp.

Armor: A non-magical armor made with darksteel reduces the lightning damage you take by 3. It's also used to craft an *armor of lightning resistance* (metallic armor only).

Weapons: A non-magical weapon made with darksteel deals an additional 1d4 lightning damage. It's also used to craft lightning damage dealing magic weapons, such as the *javelin of lightning*.

Other: Used to craft lightning damage dealing magic items, such as the *wand of lightning bolt*.

DWARVENSTONE

This marble-like ore is used by dwarves to create their ceremonial armor for the defenders of their cities, even though it is heavier and bulkier than other metallic armors.

Unit value: 500 gp

Armor: Used to craft a *dwarven plate*.

IGNUM

This black semi-translucent stone have some lava-like glowing and flowing inside of it.

Unit value: 500 gp

Weapon: A non-magical weapon made with ignum deals an additional 1d4 fire damage. It's also used to craft fire damage dealing magic weapons, such as the *flame tongue*.

Other: Used to craft fire damage dealing magic items, such as the *staff of fire*.

INFERNAL STEEL

A blood red metal crafted in the lower planes, known for being used by demons and devils to fight celestials.

Unit value: 750 gp

Armor: A non-magical armor made with infernal steel reduces the fire damage you take by 3. It's also used to craft an *armor of fire resistance* (metallic armor only) or a *demon armor*.

Weapon: When you hit a celestial or any good-aligned creature with an infernal steel weapon, you can roll the damage again and use either result.

MITHRAL

This white-silver metal is lighter and flexible than common steel.

Unit value: 250 gp

Armor: Used to craft the *mithral armor*.

Weapon: Two handed weapons made with mithral lose the heavy property and all the other weapons gain the light feature.

OBSIDIAN

This black to deep purple glass-like stone is known to be very sharp.

Unit value: 250 gp

Armor: While wearing a non-magical medium or heavy armor (non hide) made with obsidian, when an enemy grapples you, it takes 1d4 slashing damage.

Weapons: A non-magical weapon made with obsidian deals an additional 1d4 slashing damage. It's also used for crafting the *sword of sharpness*.

ORICHALCUM

This bronze orange metal is used to absorb the essence of magic.

Unit value: 500 gp

Armor: A non-magical armor made with orichalcum reduces the force damage you take by 3. It's also used to craft an *armor of force resistance* (metallic armor only).

Weapons: A non-magical weapon made with orichalcum deals an additional 1d4 force damage.

Other: Used to craft anti-magic items, such as the *ring of mind shielding*.

PLAGUESTEEL

This ancient mossy-like metal has small spores floating around it.

Unit value: 250 gp

Weapon: A non-magical weapon made with plaguesteel deals an additional 1d4 poison damage. It's also used to craft poison damage dealing magic weapons, such as the *dagger of venom*.

Other: Used to craft poison damage dealing magic items, such as the *staff of the adder*.

STELLAR IRON

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.

Unit value: 750 gp

Armor: A non-magical armor made with stellar iron reduces the radiant damage you take by 3. It's also used to craft an *armor of radiant resistance* (metallic armor only).

Weapon: When you hit a fiend or an undead with a stellar iron weapon, you can roll the damage again and use either result. It's also used to craft radiant damage dealing weapons, such as the *sun blade*.

NON-MINERALS

DARKWOOD

This piece of wood is as hard as normal wood but very light.

Unit value: 100 gp

Armor: Replaces the metal of any medium or heavy armor.

ETERNAL ICE

This cold white-blue block of ice resist high temperatures, and it cannot melt in normal conditions.

Unit value: 500 gp

Weapon: A non-magical weapon made with eternal ice deals an additional 1d4 cold damage. It's also used to craft cold damage dealing magic weapons, such as the *frost brand*.

Other: Used to craft cold damage dealing magic items, such as the *staff of frost*.

INFERNAL LEATHER

A reddish hard leather created in the infernal planes.

Unit value: 750 gp

Armor: A non-magical armor made with infernal leather reduces the fire damage you take by 3 and grants you a +3 bonus to Charisma (Persuasion) checks when talking with fiends. It's also used to craft an *armor of fire resistance* (leather or studded leather).

LEAFWEAVE

Alchemically processed leaves that are hard as leather, used also as camouflage.

Unit value: 100 gp

Other: Used to craft the *boots of elvenkind* and the *cloak of elvenkind*.

SHADOWFELL LINEN

A dark and purple linen found in the shadowfell.

Unit value: 750 gp

Armor: A non-magical armor made with shadowfell linen reduces the psychic damage you take by 3. It's also used to craft an *armor of psychic resistance* (leather or studded leather).

SPIRITUAL WOOD

This cyan-like wood has a natural connection with the magic.

Unit value: 250 gp

Armor: Replaces the metal of any medium or heavy armor. While wearing an spiritual wood armor, you gain a +3 bonus to concentration checks to maintain a spell.

PLANTS AND HERBS

The following list includes several plants and herbs (or parts of them) that can be used as reagents in alchemy.

ABYSS FLOWER

Description. A dark pink flower with a thorny stem.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Condition (unconscious)

Potion effect: Archery

ANGEL FLOWER

Description. A tiny white yellow flower found in mountains near rocks and stones.

Unit value: 10 gp

Bomb effect: Blinding

Poison effect: Vulnerability (radiant)

Potion effect: Fortify (Wisdom)

ANISEED SAP

Description. A thick amber-like fluid extracted from an Aniseed tree which can be found in cold regions.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Vulnerability (acid)

Potion effect: Resistance (cold)

ASH CHIVES

Description. A plant that grows in clumps from underground bulbs and produce round, hollow gray leaves.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Vulnerability (acid)

Potion effect: Resistance (cold)

BANSHEE'S LAMENT

Description. A plant with leaf rosettes and bright, vibrant colours, with either blooms or inflorescence being produced on a stalk. The color varies between blue and pink.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Condition (deafened)

Potion effect: Resistance (cold)

BLACKLEAF ROSE

Description. A blood red rose with a black stem and small reddish thorns.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Harm

Potion effect: Fortify (Dexterity)

BLOOD HERB

Description. A dark red poisonous herb with a similar shape to the Healer's boon herb, which can be found in forests.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Harm

Potion effect: Melee

BLUE CRESS

Description. A plant with long stems topped with loose heads of blue, four-petalled flowers.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Intensify

Potion effect: Archery

BLUE SEAWEED

Description. A bright blue seaweed that appears as a fuzzy patch of tubular fingers that hang down from rocks nearby water.

Unit value: 10 gp

Bomb effect: Bomb (cold)

Poison effect: Vulnerability (cold)

Potion effect: Water breathing

BONE GARLIC

Description. A bulbous plant that grows up to 3 feet in height. While it produces a beautiful white rounded flower, the bulb is the only part used in alchemy.

Unit value: 10 gp

Bomb effect: Bomb (necrotic)

Poison effect: Harm

Potion effect: Resistance (radiant)

CHROMATIC MUD

Description. A strange mud that reflects the light from any light source, glowing faintly, which can be found near oceans, rivers and lakes.

Unit value: 10 gp

Bomb effect: Bomb (acid)

Poison effect: Intensify

Potion effect: Resistance (acid)

CRIMSON BRITTLEBUSH

Description. A shrub that grows up to 30 inches tall, with fragrant leaves and a capitula with red-yellow ray florets and crimson disc florets.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Vulnerability (psychic)

Potion effect: Resistance (psychic)

DRAGONTONGUE PETALS

Description. A plant with golden petals which are spicy and when eaten, they give a similar sensation as if you were drinking firewater.

Unit value: 10 gp

Bomb effect: Bomb (fire)

Poison effect: Vulnerability (fire)

Potion effect: Resistance (fire)

DRIED EPHEDRA

Description. A brown shrub found in warm arid regions which has tiny scale-like leaves.

Unit value: 10 gp

Bomb effect: Fog

Poison effect: Weakness (Dexterity)

Potion effect: Fortify (Constitution)

DROJOS IVY

Description. A purple climbing or ground-creeping woody plant used by small animals as natural ropes in jungles and forests.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Vulnerability (necrotic)

Potion effect: Fortify (Dexterity)

DUSK ITCHWEED

Description. A plant that grows up to 6 feet tall with a solid green stem and numerous orange flowers. The leaves are spirally arranged, long and broad.

Unit value: 10 gp

Bomb effect: Fog

Poison effect: Vulnerability (force)

Potion effect: Resistance (radiant)

EBRIUM FUNGUS

Description. A brown fungus which is known by its strong odor and potent poison when dried and grinded.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Weakness (Strength)

Potion effect: Resistance (thunder)

ECIRE LAUREL

Description. An aromatic evergreen shrub with green, glabrous leaves that grows in swamps.

Unit value: 10 gp

Bomb effect: Bomb (radiant)

Poison effect: Vulnerability (thunder)

Potion effect: Resistance (poison)

ELLOND SHRUB

Description. A dried-looking woody plant with has several main stems arising at or near the ground.

Unit value: 10 gp

Bomb effect: Bomb (fire)

Poison effect: Condition (paralyzed)

Potion effect: Healing

FRENN MOSS

Description. A blue gray moss that grows in swamps and marshes.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Vulnerability (poison)

Potion effect: Resistance (poison)

GHOSTLY SNOWDROP

Description. A tiny plant with two linear leaves and a single small semi-translucent white drooping bell shaped flower with blue markings.

Unit value: 10 gp

Bomb effect: Bomb (necrotic)

Poison effect: Vulnerability (necrotic)

Potion effect: Resistance (radiant)

GOBLIN MUD

Description. A bright green thick and dense mud that appears under the rocks in swamps and marshes.

Unit value: 10 gp

Bomb effect: Bomb (acid)

Poison effect: Vulnerability (acid)

Potion effect: Resistance (poison)

GLOWING DUSCLE

Description. An herb that reaches a height of nearly 50 inches, with long, ovate leaves. The flowers have whitish petals and yellow dots.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Weakness (Intelligence)

Potion effect: Resistance (psychic)

GOLDEN CONEFLOWER

Description. A plant that grows up to 4 feet tall with erect stems and leaves arranged alternately. The leaves are normally hairy with a rough texture, and the yellow flowers are collected together into single rounded heads.

Unit value: 10 gp

Bomb effect: Bomb (radiant)

Poison effect: Condition (deafened)

Potion effect: Fortify (Charisma)

GOLDEN HIBISCUS

Description. A plant with lanceolate leaves with a toothed margin and a large, trumpet-shaped yellow flower with five petals.

Unit value: 10 gp

Bomb effect: Slipperiness

Poison effect: Weakness (Intelligence)

Potion effect: Melee

GRAY GILLIFLOWER

Description. A plant that grows up to 30 inches tall, with glaucous, slender leaves. The silver-gray flowers are produced singly or up to five together in a cyme.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Condition (frightened)

Potion effect: Resistance (thunder)

HEALER'S BOON

Description. A medicinal red herb that grows near water sources like rivers and lakes.

Unit value: 10 gp

Bomb effect: Bomb (radiant)

Poison effect: Vulnerability (radiant)

Potion effect: Healing

IRON THISTLE

Description. A silver flowering plant characterized by leaves with sharp prickles on the stem and flat parts of leaves.

Unit value: 10 gp

Bomb effect: Bomb (force)

Poison effect: Weakness (Constitution)

Potion effect: Melee

KASUNI JUICE

Description. A white dense liquid extracted from the spherical fruit of a Kasuni tree.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Weakness (Wisdom)

Potion effect: Fortify (Intelligence)

KREET PASTE

Description. A thick viscous fluid extracted from a Kreet mushroom, found in humid cold places.

Unit value: 10 gp

Bomb effect: Slipperiness

Poison effect: Weakness (Dexterity)

Potion effect: Resistance (lightning)

LUNAR NECTAR

Description. The nectar from the silver tiny flower named Lunar Dust, which can only be harvested under moonlight.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Weakness (Constitution)

Potion effect: Resistance (force)

MANDRAKE ROOT

Description. The roots from a Mandrake plant are known for having small air bags on its interior, and when squished, the compressed air faintly sounds like screams.

Unit value: 10 gp

Bomb effect: Slipperiness

Poison effect: Vulnerability (psychic)

Potion effect: Resistance (psychic)

MERMAID BRAID

Description. A gold-brown seaweed that grows up to 30 feet long from its holdfast, found under the ocean and lakes.

Unit value: 10 gp

Bomb effect: Bomb (cold)

Poison effect: Weakness (Charisma)

Potion effect: Water breathing

NIGHTSHADE

Description. A deep dark blue flower with 4 soft, long and pointy petals and a gray, dried-looking stem.

Unit value: 10 gp

Bomb effect: Bomb (necrotic)

Poison effect: Weakness (Wisdom)

Potion effect: Darkvision

OLINA PETALS

Description. These pink petals from an Olina flower have small bright red dots, known for its venomous properties.

Unit value: 10 gp

Bomb effect: Bomb (cold)

Poison effect: Weakness (Dexterity)

Potion effect: Archery

RAVEN SILKWEED

Description. A plant that grows up to 5 feet tall with simple and opposite leaves that are up to 1 feet long. The highly fragrant star-shaped flowers vary from black through purplish.

Unit value: 10 gp

Bomb effect: Bomb (necrotic)

Poison effect: Harm

Potion effect: Darkvision

SLIME THIMBLEBERRY

Description. A dense shrub up to 8 feet tall with several canes growing in large clumps. This shrub produces a green fruit filled with a thick paste which is used in alchemy.

Unit value: 10 gp

Bomb effect: Bomb (acid)

Poison effect: Weakness (Charisma)

Potion effect: Resistance (acid)

STORM DAISY

Description. A plant with rosettes of small rounded leaves that grow flat to the ground with a silver and spiker flower.

Unit value: 10 gp

Bomb effect: Blinding

Poison effect: Vulnerability (lightning)

Potion effect: Fortify (Dexterity)

SPINEFLOWER BERRIES

Description. These tiny purple brown berries grows in the center of the Spineflower, a rare plant with sharp petals and a stem filled with spines.

Unit value: 10 gp

Bomb effect: Bomb (lightning)

Poison effect: Condition (paralyzed)

Potion effect: Fortify (Charisma)

SUGAR HIBISCUS BERRIES

Description. A plant with simple leaves on purplish stems and a large white taproot. The flowers are also white, followed by purple black berries which are used for poisons.

Unit value: 10 gp

Bomb effect: Bomb (fire)

Poison effect: Intensify

Potion effect: Healing

TEMPEST FLOWER

Description. A plant that grows up to 10 feet tall, with simple or branched stems. The leaves are spirally arranged and the flowers are produced in daisy-like inflorescences, with yellow and orange florets arranged in a prominent, cone-shaped head.

Unit value: 10 gp

Bomb effect: Bomb (thunder)

Poison effect: Weakness (Strength)

Potion effect: Resistance (lightning)

THUNDERLEAF

Description. These yellow leaves are soft to touch and known for never fell from a Thundertree because of wind.

Unit value: 10 gp

Bomb effect: Bomb (thunder)

Poison effect: Vulnerability (lightning)

Potion effect: Resistance (thunder)

TWILIGHT WORMWOOD

Description. A purple gray fibrous plant with straight stems, growing up to 3 feet tall. The leaves are spirally arranged, and they're known for their poisonous properties.

Unit value: 10 gp

Bomb effect: Bomb (psychic)

Poison effect: Condition (blinded)

Potion effect: Fortify (Wisdom)

UCRE BRAMBLE

Description. A white rough tangled prickly shrub with thorny stems that grows in almost every terrain.

Unit value: 10 gp

Bomb effect: Blinding

Poison effect: Condition (blinded)

Potion effect: Resistance (radiant)

VIPER THISTLE

Description. A flowering poisonous plant characterized by leaves with sharp prickles on the stem and flat parts of leaves. The flowerhead have a bright red-purple colour.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Vulnerability (poison)

Potion effect: Darkvision

WHITE POPPY

Description. A beautiful white flower that grows up to 4 feet tall and it have 5 petals, giving it a small star shape.

Unit value: 10 gp

Bomb effect: Fog

Poison effect: Condition (unconscious)

Potion effect: Resistance (necrotic)

WINTER TURTLEHEAD

Description. A plant with opposite, simple leaves, on stout, upright stems. The flower are white and formed by two-lipped petals, which gives them a snapping beak appearance.

Unit value: 10 gp

Bomb effect: Slipperiness

Poison effect: Vulnerability (cold)

Potion effect: Water breathing

WISP STEMS

Description. This tiny flower looks like a bright blue dandelion seed head. Even though it looks pretty, the stem is the only usable part for alchemical concoctions.

Unit value: 10 gp

Bomb effect: Bomb (poison)

Poison effect: Harm

Potion effect: Fortify (Strength)

WIZARD'S CLOVER

Description. A small evergreen plant with three leaves (rarely four) and heads or dense spikes of small red and yellow flowers.

Unit value: 10 gp

Bomb effect: Bomb (force)

Poison effect: Vulnerability (force)

Potion effect: Fortify (Intelligence)

WOLF HAIR

Description. A pale gray moss that looks like fur, which grows in trees and rocks.

Unit value: 10 gp

Bomb effect: Bomb (force)

Poison effect: Vulnerability (thunder)

Potion effect: Melee

YETI'S PARSLEY

Description. A bright glue-gray plant with a flowering stem with sparser leaves and flat-topped umbels with numerous cyanish flowers, which can be found in cold climates.

Unit value: 10 gp

Bomb effect: Bomb (cold)

Poison effect: Condition (frightened)

Potion effect: Fortify (Constitution)



OPTIONAL RULES: MATERIAL RESISTANCE

Every non-magical armor or weapon made with special materials have a number of **resistance points**. If the points are reduced to 0, the piece of equipment is broken and you need to repair it to use it again.

The points are reduced in the following events:

- When you make an attack with a weapon made with a special material and you roll a 1, the resistance points of the weapon are reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor resistance points by 1.

Each reduced point also reduces the attack bonus and damage dealt for weapons, and the AC for armors.

In the following table you can see how many resistance points have a special material depending on the material value. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral armor uses the metal resistance points)

RESISTANCE POINTS BY VALUE

Material Value	Clothing, non-metallic	Wood	Metal
100 or less	2	3	4
101 - 500	3	4	5
501 - 1.000	4	5	6
1.001 or more	5	6	7

REPAIRING EQUIPMENT

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced points.**

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type	Number of Material Units
Armor	2 units
Weapon	1 unit

If you pass the check, the equipment is repaired completely. If you fail the check, you can make another check when you finish a long rest.

COMMON ITEMS RESISTANCE

You can also apply this rules to common materials like iron and wood. Determine the resistance points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.



CHAPTER 9: MODULAR ALCHEMY

CHARACTERS CAN USE SOME OF THE materials they collect during their adventures to craft new pieces of gear, magic weapons and armor, but they can also use some for creating various alchemical concoctions. Materials that have an alchemical feature are known as reagents.

Due the complexity of some mixtures, only the most experienced characters can create certain concoctions. The character level determines the maximum rarity of the concoction it can create, as shown in the table below.

Concoction Rarity	Required Character Level
Common	1st
Uncommon	3rd
Rare	7th
Very Rare	10th

CONCOCTION RARITY

The concoction rarity is determined by the number of reagents used for creating the mixture. In addition, the concoction rarity determines the duration of each effect that have a duration.

Reagents Used	Concoction Rarity	Effects Duration
1	Common	1 minute
2	Uncommon	10 minutes
3	Rare	1 hour
4	Very rare	5 hours

For example, a concoction created with 1 reagent is a common concoction and any effect with a duration will last for 1 minute, and one created with 3 reagents is a rare concoction, and the effects with a duration will last for 1 hour.

CREATING A CONCOCTION

Concoctions are divided in **bombs**, **poisons** and **potions**. For creating each of these, a character must be proficient with a particular tool: alchemist's supplies for bombs, a poisoner's kit for poisons or an herbalism kit for potions. In addition, an empty vial is required for storing the created mixture.

Creating a concoction also comes with a gold piece cost covering other materials, tools, as well as the time a character needs to work in order to complete the mixture. The base cost is reduced by the total value of the reagents used.

CREATING A CONCOCTION

Type	Time	Cost
Bomb		
Common	1 day	25 gp
Uncommon	3 days	80 gp
Rare	1 workweek	250 gp
Very rare	2 workweeks	500 gp
Poison		
Common	1 day	25 gp
Uncommon	3 days	100 gp
Rare	1 workweek	500 gp
Very rare	2 workweeks	1,000 gp
Potion		
Common	1 day	25 gp
Uncommon	1 workweek	100 gp
Rare	3 workweeks	1,000 gp
Very rare	4 workweeks	10,000 gp

Multiple characters can combine their efforts. Divide the time needed to create a concoction by the number of characters working on it. As a general rule, the number of characters that can work on the same concoction cannot exceed the number of reagents used. Still, the DM have the last word when deciding how many characters can work on each concoction.

REAGENTS

A reagent is the material used in alchemy that grants a base effect for any concoction. Each reagent grants one level of an effect, so combining two reagents that grants the *Resistance (fire)* effect it will produce a *Resistance (fire) II* mixture.

The reagents can have the same effect, be various with different effects, or a combination of both (such as combining two reagents with one effect and two reagents with another effect). Still, a character cannot combine effects from different concoction types, such as combining the *Blinding* (a bomb effect) with the *Weakness* (a poison effect).

COMBINATIONS EXAMPLES

- Using two *Healing* reagents will result in a *Healing II* concoction.
- Using an *Archery* and a *Resistance (fire)* reagents will result in a *Archery I/Resistance I (fire)* concoction.
- Using two *Weakness (Wisdom)* and a *Vulnerability (fire)* reagents will result in a *Weakness II (Wisdom)/Vulnerability I (fire)* concoction.
- Using a *Bomb (fire)* and a *Bomb (force)* reagents will result in a *Bomb I (fire)/Bomb I (force)* concoction.

BOMBS

This category includes any thrown mixture which can damage or cause other effects on an area. As an action, a character can throw a concoction up to 30 to a location it can see. The mixture shatters when it reach the location, releasing its content, and any creature within the area of explosion must make a Dexterity saving throw or take damage. A successful save reduces the damage in half.

The concoction rarity determines save DC and the area of explosion of the concoction.

Concoction Rarity	Save DC	Area of Explosion
Common	10	5-foot radius
Uncommon	13	10-foot radius
Rare	15	15-foot radius
Very rare	17	20-foot radius

POISONS

Poisons are substances that cause disturbances in living creatures. When creating a poison, the character must choose the poison type, which can be contact, ingested, inhaled or injury. You can read more about the poison types on the chapter 1 of this supplement.

REAGENT LIST

Reagent	Bomb Effect	Poison Effect	Potion Effect
Abyss flower	Bomb (poison)	Condition (unconscious)	Archery
Angel flower	Blinding	Vulnerability (radiant)	Fortify (Wisdom)
Aniseed sap	Bomb (lightning)	Vulnerability (acid)	Resistance (cold)
Ash chives	Bomb (fire)	Vulnerability (fire)	Resistance (necrotic)
Banshee's lament	Bomb (psychic)	Condition (deafened)	Resistance (cold)
Blackleaf rose	Bomb (poison)	Harm	Fortify (Dexterity)
Blood herb	Bomb (poison)	Harm	Melee
Blue cress	Bomb (lightning)	Intensify	Archery
Blue seaweed	Bomb (cold)	Vulnerability (cold)	Water breathing
Bone garlic	Bomb (necrotic)	Harm	Resistance (radiant)
Chromatic mud	Bomb (acid)	Intensify	Resistance (acid)
Crimson brittlebush	Bomb (psychic)	Vulnerability (psychic)	Resistance (psychic)
Dragontongue petals	Bomb (fire)	Vulnerability (fire)	Resistance (fire)
Dried ephedra	Fog	Weakness (Dexterity)	Fortify (Constitution)
Drojos ivy	Bomb (psychic)	Vulnerability (necrotic)	Fortify (Dexterity)
Dusk Itchweed	Fog	Vulnerability (force)	Resistance (radiant)
Ebrium fungus	Bomb (poison)	Weakness (Strength)	Resistance (thunder)
Ecire laurel	Bomb (radiant)	Vulnerability (thunder)	Resistance (poison)
Ellond shrub	Bomb (fire)	Condition (paralyzed)	Healing
Frenn moss	Bomb (poison)	Vulnerability (poison)	Resistance (poison)
Ghostly snowdrop	Bomb (necrotic)	Vulnerability (necrotic)	Resistance (radiant)

In addition, the concoction rarity determines the Constitution save DC a creature must make to try to resist the poison.

Concoction Rarity	Save DC
Common	10
Uncommon	13
Rare	15
Very rare	17

If the creature fails the check, is considered poisoned for the duration of the poison. Then, and any other effects occurs.

The poisoned condition lasts until the duration of the mixture. If the poison imposes any other effect or condition, the creature can repeat the saving throw at the end of each of its turns, ending any additional effects on itself on a success.

POTIONS

Potions are mixtures created to give benefits to anyone who drinks it. The effect depends on the potion used.

A creature can only be under the effects of one potion that has a duration, and drinking a new potion will replace the previous effect.

REAGENT LIST (CONTINUATION)

Reagent	Bomb Effect	Poison Effect	Potion Effect
Goblin mud	Bomb (acid)	Vulnerability (acid)	Resistance (poison)
Glowing duscle	Bomb (lightning)	Weakness (Intelligence)	Resistance (psychic)
Golden coneflower	Bomb (radiant)	Condition (deafened)	Fortify (Charisma)
Golden hibiscus	Slipperiness	Weakness (Intelligence)	Melee
Gray gilliflower	Bomb (lightning)	Condition (frightened)	Resistance (thunder)
Healer's boon	Bomb (radiant)	Vulnerability (radiant)	Healing
Iron thistle	Bomb (force)	Weakness (Constitution)	Melee
Kasuni juice	Bomb (psychic)	Weakness (Wisdom)	Fortify (Intelligence)
Kreet paste	Slipperiness	Weakness (Dexterity)	Resistance (lightning)
Lunar nectar	Bomb (psychic)	Weakness (Constitution)	Resistance (force)
Mandrake root	Slipperiness	Vulnerability (psychic)	Resistance (psychic)
Mermaid braid	Bomb (cold)	Weakness (Charisma)	Water breathing
Nightshade	Bomb (necrotic)	Weakness (Wisdom)	Darkvision
Olina petals	Bomb (cold)	Weakness (Dexterity)	Archery
Raven silkweed	Bomb (necrotic)	Harm	Darkvision
Slime thimbleberry	Bomb (acid)	Weakness (Charisma)	Resistance (acid)
Storm daisy	Blinding	Vulnerability (lightning)	Fortify (Dexterity)
Spineflower berries	Bomb (lightning)	Condition (paralyzed)	Fortify (Charisma)
Sugar hibiscus berries	Bomb (fire)	Intensify	Healing
Tempest flower	Bomb (thunder)	Weakness (Strength)	Resistance (lightning)
Thunderleaf	Bomb (thunder)	Vulnerability (lightning)	Resistance (thunder)
Twilight wormwood	Bomb (psychic)	Condition (blinded)	Fortify (Wisdom)
Ucre bramble	Blinding	Condition (blinded)	Resistance (radiant)
Viper thistle	Bomb (poison)	Vulnerability (poison)	Darkvision
White poppy	Fog	Condition (unconscious)	Resistance (necrotic)
Winter turtlehead	Slipperiness	Vulnerability (cold)	Water breathing
Wisp stems	Bomb (poison)	Harm	Fortify (Strength)
Wizard's clover	Bomb (force)	Vulnerability (force)	Fortify (Intelligence)
Wolf hair	Bomb (force)	Vulnerability (thunder)	Melee
Yeti's parsley	Bomb (cold)	Condition (frightened)	Fortify (Constitution)



REAGENT EFFECTS (BOMBS)

Effect	Description	Rarity
Blinding		
Blinding I	A bright light explosion is released when the bomb explodes. Any creature that fails the saving throw is blinded for 1 round	Common
Blinding II	A bright light explosion is released when the bomb explodes. Any creature that fails the saving throw is blinded for 1d4 rounds	Uncommon
Bomb*		
Bomb I	Every creature in the bomb area must make a saving throw or take 1d6 damage. A successful saving throw halves the damage	Common
Bomb II	Every creature in the bomb area must make a saving throw or take 3d6 damage. A successful saving throw halves the damage	Uncommon
Bomb III	Every creature in the bomb area must make a saving throw or take 5d6 damage. A successful saving throw halves the damage	Rare
Bomb IV	Every creature in the bomb area must make a saving throw or take 7d6 damage. A successful saving throw halves the damage	Very rare
Fog		
Fog I	A dense fog appears in the area, blocking the vision for 1d4 rounds	Common
Fog II	A dense fog appears in the area, blocking the vision for 1d4 + 1 rounds	Uncommon
Slipperiness	Slippery oil is released on the ground in the bomb area. Any creature that start its turn in the area must make a Dexterity saving throw or be knocked prone	Common

* The damage type is determined by the reagent used.

REAGENT EFFECTS (POISONS)

Effect	Description	Rarity
Condition*	The creature is under the effect of one condition	Common
Harm		
Harm I	The creature takes 1d6 poison damage or half as much on a successful save	Common
Harm II	The creature takes 2d6 poison damage or half as much on a successful save	Uncommon
Harm III	The creature takes 5d6 poison damage or half as much on a successful save	Rare
Harm IV	The creature takes 6d6 poison damage or half as much on a successful save	Very rare
Intensify		
Intensify I	The creature must succeed two saving throws to end any effect caused by the poison	Common
Intensify II	The creature must succeed three saving throws to end any other effect caused by the poison	Uncommon
Intensify III	The creature must succeed five saving throws to end any other effect caused by the poison	Rare
Vulnerability**		
Vulnerability I	Damage that the creature take from one damage type is increased by 3 (minimum 1)	Common
Vulnerability II	The creature have vulnerability against one damage type	Rare
Weakness***		
Weakness I	When the creature makes a saving throw, it have a -1 penalty on that roll	Common
Weakness II	When the creature makes a saving throw, it must roll a d4 and subtract the number rolled to that roll	Uncommon
Weakness III	The creature have disadvantage whenever it makes a saving throw	Rare

* The condition is determined by the reagent used.

** The damage type is determined by the reagent used.

*** The base ability is determined by the reagent used.

REAGENT EFFECTS (POTIONS)

Effect	Description	Rarity
Archery		
Archery I	When you make a ranged attack roll, you have a +1 bonus on that roll	Common
Archery II	When you make a ranged attack roll, you can roll a d4 and add the number rolled to that roll	Uncommon
Archery III	When you make a ranged attack roll, you can roll with advantage	Rare
Darkvision		
Darkvision I	You gain darkvision out to a range of 30 feet	Common
Darkvision II	You gain darkvision out to a range of 60 feet	Uncommon
Fortify*		
Fortify I	When you make a skill check or saving throw, you have a +1 bonus on that roll	Common
Fortify II	When you make a skill check or saving throw, you can roll a d4 and add the number rolled to that roll	Uncommon
Fortify III	When you make a skill check or saving throw, you can roll with advantage	Rare
Healing		
Healing I	When you drink this mixture, you regain 2d4 + 2 hit points	Common
Healing II	When you drink this mixture, you regain 4d4 + 4 hit points	Uncommon
Healing III	When you drink this mixture, you regain 8d4 + 8 hit points	Rare
Healing IV	When you drink this mixture, you regain 10d4 + 20 hit points	Very rare
Melee		
Melee I	When you make a melee attack roll, you have a +1 bonus on that roll	Common
Melee II	When you make a melee attack roll, you can roll a d4 and add the number rolled to that roll	Uncommon
Melee III	When you make a melee attack roll, you can roll with advantage	Rare
Resistance**		
Resistance I	Damage that you take from one damage type is reduced by 3 (minimum 1)	Common
Resistance II	You gain resistance against one damage type	Uncommon
Water Breathing	You can breathe underwater for the duration of the mixture	Uncommon

* The base ability is determined by the reagent used.

** The damage type is determined by the reagent used.

CHAPTER 10: MODULAR MAGIC ITEMS



VERY MAGICAL ITEM HAVE SPECIAL properties which can go from dealing additional damage, giving resistance to a particular damage type, allowing a character to cast spells, increase their attributes and more. This section gives both players and DMs some guidelines to create custom

magic items, which can also be crafted using the previous rules.

The character level determines the recommended levels a character should have to gain access to a specific tier. For example, a 3rd level character should have a tier 1 item, while a 9th level character can have a tier 3 item or lower.

Character Level	Item Tier	Properties' Rarity
1st-4th	Tier 1	Minor
5th-8th	Tier 2	Uncommon
9th-12th	Tier 3	Rare
13th-16th	Tier 4	Very Rare
17th-20th	Tier 5	Legendary

ITEM TIERS

Any magic item created using these rules have an item tier, which determines the number and rarity of properties for that item. For more information about uncommon and rarer properties, see the "Item Properties" section, below. A tier 1 item only have a minor property, and tier 2 and higher items can also have one minor property that gives a simple feature or effect to it for free. You can choose this property from the What Minor Property Does It Have? table found in the page 143 of the *Dungeon's Master Guide*.

The following table shows the properties rarity for magic items for every tier.

PROPERTIES RARITY PER TIER

Tier	Property 1	Property 2	Property 3
Tier 1	Minor	-	-
Tier 2	Uncommon	Uncommon	-
Tier 3	Rare	Rare	-
Tier 4	Very Rare	Rare	Uncommon
Tier 5	Legendary	Very Rare	Rare

ITEM PROPERTIES

In the following tables you can find various magical properties divided by type. It's up to the DM to determine if an item can have the same property multiple times and if its possible to add a property to a particular item. For example, a character can't add the Armor I property twice to a tier 3 magic armor, and that character cannot add the Weapon II or Vampiric II properties since an armor isn't made for dealing damage.

SPELLS AND CHARGES

If an item has the charges or spell properties, the creator must decide which spell wants to add when creating the item. The character must have proficiency in the Arcana skill and must provide any material components required for the casting of the spell. Moreover, the character must have the spell prepared, or it must be among the character's known spells, in order to add that spell to the item.

For items with the Spell property, a character can choose only one spell to add. The spell level is determined by the property rarity. For example, an item that have the Spell III property with the *lightning bolt* spell, that spell will be casted as a 7th-level spell every time a character uses it.

For items with charges, a character can choose to add various spells. The number of spells and the spell level is determined by the rarity of the property, as shown in the following table.

Property	Number of Spells	Maximum Spell Level
Charges I	1	1st
Charges II	2	3rd
Charges III	3	5th
Charges IV	4	6th

Each charge equals to 1 spell slot level. For example, expending 1 charge allows the character to cast a 1st-level spell the item have, and expending 5 charges allows the character to cast a 5th-level spell the item have.

UNCOMMON PROPERTIES

Property	Description
Ability Increase I	Increase an Ability Score to 16
Charges I	The item has 3 charges (DC 11). It regains 1d3 expended charges daily at dawn
Damage I	The item deals an extra 1d4 damage
Light I	The item shed bright light in a 20-foot radius and dim light for an additional 40 feet
Movement I	The item grants a climbing or swimming speed equal to the walking speed
Permaspell I	You can cast one cantrip at will (DC 11)
Skill I	The item grants a +5 bonus to one skill
Slayer I	The item deals an extra 2d6 damage against a specific creature type
Spell I	You can cast a spell at 3rd level once per long rest (DC 11)
Vampiric I	On a critical hit, you regain 1 hitpoint
Weapon I	You gain a +1 bonus on attacks and damage rolls

RARE PROPERTIES

Property	Description
Ability Increase II	Increase an Ability Score to 18
Armor I	The item grants you +1 AC
Charges II	The item has 5 charges (DC 13). It regains 1d4 expended charges daily at dawn
Damage II	The item deals an extra 1d6 damage
Defense I	Damage that you take from one damage type is reduced by 3 (minimum 1)
Light II	The item shed bright light in a 40-foot radius and dim light for an additional 40 feet
Permaspell II	You can cast one 1st-level spell at will (DC 13)
Returning	The item has the thrown property (20/60) and it flies to your hand after attacking
Sentinel II	The item glows faintly when a creature of a specific type is near (240 feet or less)
Skill II	The item grants advantage to one skill check
Slayer II	The item deals an extra 3d6 damage against a specific creature type
Spell II	You can cast a spell at 6th level once per long rest (DC 13)
Vampiric II	On a critical hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon II	You gain a +2 bonus on attacks and damage rolls

VERY RARE PROPERTIES

Property	Description
Ability Increase III	Increase an Ability Score to 20
Armor II	The item grants you +2 AC
Charges III	The item has 7 charges (DC 15). It regains 1d6 expended charges daily at dawn
Damage III	The item deals an extra 1d8 damage
Defense II	You gain resistance against one damage type
Light III	The item shed bright light in a 80-foot radius and dim light for an additional 80 feet
Permaspell II	You can cast one 2nd-level spell at will (DC 15)
Spell III	You can cast a spell at 7th level once per long rest (DC 15)
Vampiric III	On a hit, you regain hitpoints equal to half the damage dealt (minimum 1)
Weapon III	You gain a +3 bonus on attacks and damage rolls

LEGENDARY PROPERTIES

Property	Description
Ability Increase IV	Increase an Ability Score to 22
Armor III	The item grants you +3 AC
Charges IV	The item has 9 charges (DC 17). It regains 1d6+2 expended charges daily at dawn
Damage IV	The item deals an extra 1d10 damage
Defense III	You gain immunity against one damage type
Permaspell III	You can cast one 3rd-level spell at will (DC 17)
Spell IV	You can cast a spell at 8th level once per long rest (DC 17)

CRAFTING MODULAR MAGIC ITEMS

If the DM allows it, a character can craft these items. To do so, determine the item rarity first, then, follow the downtime rules found in the *Xanathar's Guide to Everything* to set the CR range, workweeks and gold cost for each item.

EVOLVING ITEMS

You can use the modular magic item rules for creating an item that will evolve with a specific character. First, make sure to give something to the item so it makes the character the only one to use it, such as adding a class prerequisite for attuning to the item. You can also link it with the character's story and important events, like being the weapon his father used when he was an adventurer.

EVOLVING REQUIREMENTS

To evolve an item to a tier, the character must be at least at the minimum level required for each tier to evolve the item. For example, a 7th level character cannot evolve his or her magic item to tier 3 until reaching 9th level.

Additionally, even if a character has level to evolve the item to the next tier, it's up to the DM to determine an additional task or a triggering event to allow the item to evolve. This requirement gives a bit of background to the item, and also allows the DM to create some special quests to discover the item hidden features. Here're some sample requirements you can use:

- The character must slay a number of creatures with the weapon.
- The item must be placed on the altar found in the top of an abandoned wizard tower.
- The character must gain a deity's favor.
- The character must defeat an old enemy of the weapon maker.
- The item evolves after saving a group of innocents from a dark ritual.
- The character must execute a light (or dark) ritual.
- The item evolves when the character makes a big sacrifice for a personal cause.

ITEM TIERS AND EVOLVING ITEMS

Whenever an item evolves into a new tier, you can upgrade the properties to a rarer level following the same table from the Item Tiers section.

Tier 2 When it evolves to this tier, you can add two uncommon special properties to the item.

Tier 3 When it evolves to this tier, you can upgrade the uncommon special properties to rare special properties.

Tier 4 When it evolves to this tier, the item gains an extra uncommon special property and you can upgrade one rare special property to a very rare special property.

Tier 5 When it evolves to this tier, you can upgrade one uncommon special property to a rare special property, one rare special property to a very rare special property, and one very rare special property to a Legendary property

TAKING AND REPLACING PROPERTIES

Since this rules are based on evolving the weapon properties instead of changing them to other, I don't recommend replacing one property with another at higher tiers, but it's up to you if you want to do so. For example, replacing the *Damage II* property with the *Vampiric III* property when evolving to tier 4.

A reason for replacing properties could be related with the item background story or a very particular event, such as discovering that the item contains the soul of an evil creature, replacing the "good-aligned" properties when the soul is awakened, like replacing the *Light I* property to a *Damage I* property (necrotic) for a weapon.

Alternatively, you can avoid taking one property at the beginning rarity, and then take a rarer property at higher tiers. For example, when creating an armor, you only choose the *Ability Increase I* property and left the second property empty at tier 2. Then, when the armor evolves to tier 3, you upgrade the *Ability Increase* to *II* and you also pick the *Armor I* for the second property.

TRIGGERING EVENT EXAMPLE

A 3rd level character is rewarded with *Igni*, a longsword used by his family for generations to defend the city against evil.

- Since he is a 3rd level character, the weapon is at tier 1, so it's just a basic longsword with a nice name, a background history, and the *Guardian minor* property (for now).

The character continues its adventures using the longsword, and after some adventures he reaches level 5. In this moment, his father tells him that the longsword has special abilities, and the character needs to prove himself worthy to unleash those abilities. For this, he must destroy an old fire elemental that attacked the city years ago.

- In this case, the character have the first requirement completed (reach level 5 to evolve the weapon to tier 2), but the weapon will not evolve until the character kills the fire elemental mentioned by his father.

After reaching 6th level, the character decides to enter the elemental lair and fight with the creature, and at the moment he destroys the elemental, the essence of the creature is drained by the longsword, and with that the weapon evolves to tier 2, giving the weapon a +1 to attack and damage and an extra +1d4 fire damage on a hit.

EVOLVING WEAPON EXAMPLE

IGNI (TIER 1)

Weapon (longsword), common (requires attunement)

Same stats as the longsword found in the *Player's Handbook*, plus the *guardian minor* property (+2 on initiative rolls if the bearer isn't incapacitated).

IGNI (TIER 2)

Weapon (longsword), uncommon (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- You gain a +1 on attack and damage rolls made with this weapon. Additionally, when you hit with an attack using this weapon, the target takes an additional 1d4 fire damage.

IGNI (TIER 3)

Weapon (longsword), rare (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +2
- The fire damage dealt by attacks with this weapon increases to 1d6.

IGNI (TIER 4)

Weapon (longsword), very rare (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- The fire damage dealt by attacks with this weapon increases to 1d8.
- As an action, you can cast the *fireball* spell at 3rd level (DC 11). After using this ability, you need to finish a long rest.

IGNI, SOUL OF THE FIRE (TIER 5)

Weapon (longsword), legendary (requires attunement)

When a character evolves *Igni* to this tier, apply the following changes to the item's traits:

- Increase the bonus to attack and damage rolls to a +3
- The fire damage dealt by attacks with this weapon increases to 1d10.
- As an action, you can now cast the *fireball* spell at 6th level (DC 13). After using this ability, you need to finish a long rest.

APPENDIX A: PARTS BY CREATURE

In the following section you will find some example materials a character can get from creatures. This list doesn't include weapons, armor, or any kind of gear the creature have. Instead, the list can help players and DMs to determine what they can harvest from each creature. Remember that every creature have 1 unit of the creature type essence that can be extracted using a *essence extraction device*.

The list also includes the total amount of each part a character can harvest. This list doesn't consider bones, meat, blood, or common organs. Some creatures have particular organs listed because they grant benefits or features to the creature, such as the essential organ that gives a dragon its breath weapon. Read the Collecting Materials section to see how many harvest checks the characters can make per creature.

AARAKOCKRA

- 1 unit of aarakockra feathers

ABOLETH

- 1 unit of aboleth brain
- 4 units of aboleth hide
- 1 unit of aboleth mucous
- 1 unit of aboleth tail
- 1d4 units of aboleth teeth
- 3 units of aboleth tentacles

ANGELS

DEVA

- 1 unit of deva feathers

PLANETAR

- 4 units of planetar feathers

SOLAR

- 4 units of solar feathers

ANKHEG

- 1 unit of ankheg acid
- 4 units of ankheg carapace
- 2 units of ankheg claws
- 1 unit of ankheg mandibles

AZER

- 1 unit of azer heart

BANSHEE

- 1 unit of banshee ectoplasm
- 1 unit of banshee dust

BASILISK

- 2 units of basilisk eyes
- 2 units of basilisk hide
- 1d4 units of basilisk teeth

BEHIR

- 4d4 units of behir claws
- 1 unit of behir essential organ
- 9 units of behir hide

BEHOLDERS

BEHOLDER

- 1 unit of central beholder eye
- 2 units of small beholder eyes

DEATH TYRANT

- 3 units of death tyrant ectoplasm

SPECTATOR

- 1 unit of central spectator eye
- 1 unit of small spectator eyes

BLIGHTS

NEEDLE BLIGHT

- 1 unit of needle blight roots

TWIG BLIGHT

- 1 unit of twig blight roots

VINE BLIGHT

- 1 unit of vine blight roots

BULETTE

- 2 units of bulette claws
- 2 units of bulette scales

CAMBION

- 1 unit of cambion wings
- 1 unit of fiend heart

CARRION CRAWLER

- 2 units of carrion crawler tentacles
- 1 unit of carrion crawler mucus

CHIMERA

- 2 units of chimera claws
- 1 unit of young red dragon essential organ
- 1 unit of young red dragon scales
- 4 units of young red dragon wings

CHUUL

- 2 units of chuul carapace
- 1 unit of chuul tentacles
- 2 units of chuul pincers

CLOAKER

- 1 unit of cloaker eyes
- 2 units of cloaker hide
-

COCKATRICE

- 1 unit of cockatrice hide

COUATL

- 1 unit of couatl feathers
- 1 unit of couatl hide
- 1 unit of couatl venom sac

CYCLOPS

- 1 unit of cyclops eye
- 2d4 units of cyclops toes

DARKMANTLE

- 1 unit of darkmantle hide
- 1 unit of darkmantle tentacles

DEATH KNIGHT

- 1 unit of death knight heart

DEMILICH

- 1/4 units of demilich ectoplasm

DEMONS

BARLGURA

- 2 units of bargura hide

CHASME

- 2 units of chasme carapace
- 2 units of chasme wings

DRETCH

- 1 unit of dretch fetid cloud sac

GLABREZU

- 2 units of glabrezu carapace
- 2 units of glabrezu claws

GORISTRO

- 6 units of goristro hide
- 2 units of goristro horns

HEZROU

- 2 units of hezrou claws
- 1 unit of hezrou essential organ (stench)

MARILITH

- 2 units of marilith snake tail

NALFESHNEE

- 2 units of nalfeshnee tusks
- 2 units of nalfeshnee wings

SHADOW DEMON

- 1 unit of shadow demon dust

VROCK

- 4 units of vrock hide
- 1 unit of vrock spores
- 2 units of vrock wings

YOCHLOL

- 1 unit of yochlol eye
- 1 unit of yochlol slime

DEVILS

BARBED DEVIL

- 1 unit of barbed devil hide

BEARDED DEVIL

- 1 unit of bearded devil beard

BONE DEVIL

- 1 unit of bone devil poison

ERINYES

- 2 units of erinyes feathers

HORNED DEVIL

- 2 units of horned devil horns
- 2 units of horned devil wings

ICE DEVIL

- 4 units of ice devil carapace
- 1 unit of ice devil mandibles

IMP

- 1/4 units of imp wings

PIT FIEND

- 4 units of pit fiend hide
- 2 units of pit fiend horns
- 2 units of pit fiend wings

SPINED DEVIL

- 1 unit of spined devil hide
- 2 units of spined devil wings

DINOSAURS

ALLOSAURUS

- 2 units of allosaurus claws
- 4 units of allosaurus hide

ANKYLOSAURUS

- 6 units of ankylosaurus hide

PLESIOSAURUS

- 4 units of plesiosaurus hide

TRICERATOPS

- 6 units of triceratops hide
- 3 units of triceratops horns

PTERANODON

- 2 units of pteranodon wings

TYRANNOSAURUS REX

- 6 units of tyrannosaurus rex hide
- 4d4 units of tyrannosaurus rex teeth

DISPLACER BEAST

- 4 unit of displacer beast hide
- 2 units of displacer beast tentacles

DOPPELGANGER

- 1 unit of doppelganger brain
- 2 units of doppelganger flesh

DRACOLICH

DRACOLICH, ADULT

An adult dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d6 units of adult dragon scales

DRACOLICH, ANCIENT

An ancient dracolich has the same materials as the base dragon with the following parts and modifications

- It only have 1d8 units of ancient dragon scales

DRAGON, SHADOW

A shadow dragon has the same materials as the base dragon, plus the following parts and modifications

- 1 unit of shadow dragon dust
- The dragon essential organ is replaced by a shadow dragon essential organ
- The dragon scales are renamed as shadow dragon scales (do the same for claws, horns, teeth, wings, and so on)

DRAGONS

All dragons share the same base parts a character can harvest, and the only way to differentiate them is by the dragon kin (black, blue, brass, bronze, copper, gold, green, red, silver, and white). Feel free to add special or unique parts to each dragon type.

ANCIENT DRAGON

- 4d4 units of ancient dragon claws
- 1 unit of ancient dragon essential organ
- 2 units of ancient dragon horns
- 8 units of ancient dragon scales
- 4d4 units of ancient dragon teeth
- 8 units of ancient dragon wings

ADULT DRAGON

- 4d4 units of adult dragon claws
- 1 unit of adult dragon essential organ
- 2 units of adult dragon horns
- 6 units of adult dragon scales
- 4d4 units of adult dragon teeth
- 6 units of adult dragon wings

YOUNG DRAGON

- 1d4 units of young dragon claws
- 1 unit of young dragon essential organ
- 2 units of young dragon horns
- 4 units of young dragon scales
- 2d4 units of young dragon teeth
- 4 units of young dragon wings

DRAGON WYRMLING

- 2 units of dragon wyrmling claws
- 1 unit of dragon wyrmling essential organ
- 2 units of dragon wyrmling horns
- 2 units of dragon wyrmling scales
- 1d4 units of dragon wyrmling teeth
- 2 units of dragon wyrmling wings

DRAGON TURTLE

- 6d6 units of dragon turtle claws
- 12 units of dragon turtle hide
- 12 units of dragon turtle shell fragments

DRIDER

- 1d8 drider legs
- 1 unit of drider web sac

DRYAD

- 1 unit of dryad heart

ELEMENTALS

AIR ELEMENTAL

- 1 unit of elemental dust

EARTH ELEMENTAL

- 1 unit of elemental rock shards

FIRE ELEMENTAL

- 1 unit of elemental molten core

WATER ELEMENTAL

- 1 unit of elemental water

EMPYREAN

- 1 unit of empyrean heart

ETTERCAP

- 1 unit of ettercap claws
- 1 unit of ettercap poison
- 1 unit of ettercap silk gland

ETTIN

- 2 units of ettin tusk
- 2d4 units of ettin toes

FAERIE DRAGON

All faerie dragons share the same parts a character can harvest, and the only way to differentiate them is by the faerie dragon's scales color, which are divided in two groups: the younger ones (red, orange, and yellow), and the old ones (green, blue, indigo, and violet). Feel free to add special or unique parts to each faerie dragon type.

- 1/4 units of faerie dragon essential organ
- 1/4 unit of faerie dragon scales

FLUMPH

- 1 unit of flumph foul-smelling liquid
- 1 unit of flumph tendrils

FOMORIAN

- 1 unit of fomorian evil eye
- 2d4 units of fomorian fingers

FUNGI

GAS SPORE

- 2 units of gass spore poisonous gas

VIOLET FUNGUS

- 1 unit of violet fungus stalks

GALEB DUHR

- 1 unit of galeb duhr rocky skin

GARGOYLE

- 1 unit of gargolye rocky skin

GHOST

- 1 unit of ghost ectoplasm

GHOULS

GHAST

- 1 unit of ghastr claws
- 1 unit of ghastr stench

GHOUL

- 1 unit of ghoul claws

GIANTS

All giants share the same base parts a character can harvest, and the only way to differentiate them is by the giant race (cloud, fire, frost, hill, stone, and storm). Feel free to add special or unique parts to each giant race.

GIANT

- 1 unit of giant heart
- 2d4 units of giant toes

GIBBERING MOUTHER

- 1 unit of gibbering mouter eyes
- 1 unit of gibbering mouter spittle gland

GORGON

- 2 units of gorgon hide
- 2 units of gorgon horns
- 1 unit of gorgon petrifying gas sac

GRELL

- 1 unit of grell beak
- 1d4 units of grell tentacles

GRICKS

GRICK

- 1 unit of grick beak
- 1 unit of grick hide
- 1d4 units of grick tentacles

GRICK ALPHA

- 1 unit of grick alpha beak
- 2 units of grick alpha hide
- 1d4 units of grick alpha tentacles

GRIFFON

- 2 units of griffon claws
- 2 units of griffon feathers

HAGS

All hags share the same base parts a character can harvest, and the only way to differentiate them is by the hag type (green, night, and sea). Feel free to add special or unique parts to each hag type.

- 1 unit of hag claws
- 1 unit of hag heart

HARPY

- 1 unit of harpy feathers

HELL HOUND

- 1 unit of hell hound essential organ
- 1 unit of hell hound hide
- 1 unit of hell hound teeth

HIPPOGRIFF

- 2 units of hippogriff claws
- 2 units of hippogriff feathers

HOOK HORROR

- 2 units of hook horror carapace
- 2 units of hook horror hooks

HYDRA

- 9 units of hydra scales
- 4d4 units of hydra teeth

INTELLECT DEVOURER

- 1 unit of intellect devourer brain matter
- 1 unit of intellect devourer claws

KENKU

- 1 unit of kenku feathers

KRAKEN

- 15 units of kraken hide
- 4 units of kraken ink sac
- 15 units of kraken scales
- 6d4 units of kraken teeth
- 2d4 units of kraken tentacles

LAMIA

- 2 units of lamia claws
- 1 unit of lamia heart

LICH

- 1 unit of lich ectoplasm

MAGMIN

- 1 unit of magmin molten skin

MANTICORE

- 1 unit of manticore tail spike
- 2 units of manticore teeth
- 2 units of manticore wings

MEDUSA

- 1 unit of medusa head

MEPHITS

All mephits share the same base parts a character can harvest, and the only way to differentiate them is by their type (dust, ice, magma, mud, smoke, and steam). Feel free to add special or unique parts to each mephit.

MEPHIT

- 1 unit of mephit core

MERFOLK

- 1 unit of merfolk hide

MERROW

- 2 units of merrow hide

MIND FLAYER

- 1 unit of mind flayer brain
- 1 unit of mind flayer tentacles

MINOTAUR

- 2 units of minotaur horns

MUMMIES

MUMMY

- 1 unit of mummy heart
- 2 units of mummy wrappings

MUMMY LORD

- 2 units of mummy lord dust
- 2 units of mummy lord wrappings

MYCONIDS

MYCONID SPROUT

- 1 unit of myconid sprout spores

MYCONID ADULT

- 1 unit of myconid adult spores

MYCONID SOVEREIGN

- 2 units of myconid sovereign spores

NAGAS

BONE NAGA

- 2d4 units of bone naga fangs

GUARDIAN NAGA

- 2d4 units of guardian naga fangs
- 2 units of guardian naga scales
- 1 unit of guardian naga poison gland

SPIRIT NAGA

- 2d4 units of spirit naga fangs
- 2 units of spirit naga scales

NIGHTMARE

- 1 unit of nightmare hooves

NOTHIC

- 1 unit of nothic claws
- 1 unit of nothic eye

OGRES

OGRE

- 2d4 units of ogre toes

HALF-OGRE

- 1d4 units of half ogre toes

ONI

- 1 unit of oni claws
- 1 unit of oni ivory horns
- 2d4 units of oni toes

OOZES

BLACK PUDDING

- 2 units of black pudding goo

GELATINOUS CUBE

- 2 units of gelatinous cube gel

GRAY OOZE

- 1 unit of gray ooze slime

OGHRE JELLY

- 2 units of ochre jelly slime

OTYUGH

- 2 units of otyugh teeth
- 2 units of otyugh tentacles

OWLBEAR

- 1 unit of owlbear claws
- 2 units of owlbear feathers
- 1 unit of owlbear hide

PEGASUS

- 2 units of pegasus feathers
- 1 unit of pegasus hooves

PERYTON

- 1 unit of peryton antlers
- 1 unit of peryton feathers
- 1 unit of peryton talons

PIERCER

- 1 unit of piercer hide

PIXIE

- 1/4 units of pixie dust

PSEUDODRAGON

- 1/4 units of pseudodragon scales
- 1/4 units of pseudodragon venom

PURPLE WORM

- 8 units of purple worm hide
- 4d4 units of purple worm teeth
- 2d4 units of purple worm venom

QUAGGOTH

- 1 unit of quaggoth claws
- 1 unit of quaggoth hide

REMORHAZES

YOUNG REMORHAZ

- 2 units of young remorhaz carapace
- 1 unit of young remorhaz heat organ
- 2d4 units of young remorhaz legs

REMORHAZ

- 4 units of remorhaz carapace
- 1 unit of remorhaz heat organ
- 3d4 units of remorhaz legs

ROC

- 8 units of roc feathers
- 2d4 units of roc talons

ROPER

- 2 units of roper hide
- 1d6 units of roper tendrils
- 1d4 units of roper teeth

RUST MONSTER

- 1 unit of rust monster antennae
- 1 unit of rust monster carapace

SALAMANDERS

FIRE SNAKE

- 1 unit of fire snake scales

SALAMANDER

- 2 units of salamander scales

SHADOW

- 1 unit of shadow ectoplasm
- 1 unit of shadow dust

SHAMBLING MOUND

- 1 unit of shambling mound root-stem
- 2 units of shambling mound vines

SLAADI

Note: A slaad only have a control gem if it was born from the Spawning Stone in Limbo.

RED SLAAD

- 1 unit of red slaad claws
- 1 unit of red slaad control gem
- 1d4 units of slaad eggs
- 1 unit of red slaad hide

BLUE SLAAD

- 1 unit of blue slaad claws
- 1 unit of blue slaad control gem
- 2 units of blue slaad hide

GREEN SLAAD

- 1 unit of green slaad claws
- 1 unit of green slaad control gem
- 2 units of green slaad hide

GRAY SLAAD

- 1 unit of gray slaad claws
- 1 unit of gray slaad control gem
- 1 unit of gray slaad hide

DEATH SLAAD

- 1 unit of death slaad claws
- 1 unit of death slaad control gem
- 1 unit of death slaad hide

SPECTER

- 1 unit of specter ectoplasm
- 1 unit of specter dust

SPHINXES

ANDROSPHINX

- 2 units of androsphinx feathers
- 2 units of androsphinx hide

GYNOSPHINX

- 2 units of gynosphinx feathers
- 2 units of gynosphinx hide

SPRITE

- 1/4 units of sprite dust

SUCCUBUS/INCUBUS

- 1 unit of succubus/incubus claws
- 1 unit of succubus/incubus wings

TARRASQUE

- 15 units of tarrasque carapace
- 15 units of tarrasque hide
- 6d4 units of tarrasque teeth
- 6d4 units of tarrasque horns

THRI-KREEN

- 1 unit of thri-kreen carapace
- 1 unit of thri-kreen venom

TREANT

- 6 units of treant bark
- 4d4 units of treant branches
- 4d4 units of treant roots

UMBER HULK

- 3 units of umber hulk carapace
- 2 units of umber hulk mandibles

UNICORN

- 1 unit of unicorn hooves
- 1 unit of unicorn horn

VAMPIRES

VAMPIRE

- 1 unit of vampire dust
- 1 unit of vampire fangs
- 1 unit of vampire heart

VAMPIRE SPAWN

- 1 unit of vampire spawn dust
- 1 unit of vampire spawn fangs
- 1 unit of vampire spawn heart

WILL-O'-WHISP

- 1/4 unit of will-o'-whisp dust
- 1/4 unit of will-o'-whisp ectoplasm

WRAITH

- 1 unit of wraith dust
- 1 unit of wraith ectoplasm

WYVERN

- 2 units of wyvern scales
- 1 unit of wyvern stinger
- 1 unit of wyvern teeth
- 2 units of wyvern venom
- 2 units of wyvern wings

XORN

- 1 unit of xorn rocky hide
- 1d4 units of xorn teeth

YETI

YETI

- 2 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

ABOMINABLE YETI

- 3 units of yeti hide
- 2 units of yeti horns
- 2 units of yeti eyes

YUAN-TI

YUAN-TI ABOMINATION

- 2 units of yuan-ti abomination scales
- 1 unit of yuan-ti abomination fangs
- 1 unit of yuan-ti abomination venom

YUAN-TI MALISON

- 1 unit of yuan-ti malison scales
- 1 unit of yuan-ti malison venom

MISCELANEOUS CREATURES

APE

- 1 unit of ape hide

AWAKENED SHRUB

- 1/2 unit of awakened shrub twigs

AWAKENED TREE

- 3 units of wood

AXE BEAK

- 2 units of axe beak feathers

BABOON

- 1/2 unit of baboon hide

BADGER

- 1/4 units of badger pelt

BAT

- 1/4 units of bat wings

BLACK BEAR

- 1 unit of black bear hide

BLINK DOG

- 1 unit of blink dog hide

BLOOD HAWK

- 1/2 units of blood hawk feathers

BOAR

- 1 unit of boar hide
- 1 unit of boar tusks

BROWN BEAR

- 2 units of brown bear hide

CAMEL

- 2 units of camel hide

CAT

- 1/4 unit of cat pelt

CONSTRUCTOR SNAKE

- 2 units of constrictor snake skin

CRAB

- 1/4 unit of crab carapace

CROCODILE

- 2 units of crocodile hide
- 2 units of crocodile teeth

DEATH DOG

- 1 unit of death dog pelt

DEER

- 1 unit of deer hide

DIRE WOLF

- 2 units of dire wolf pelt

DRAFT HORSE

- 1 unit of draft horse hooves

EAGLE

- 1/2 units of eagle feathers

ELEPHANT

- 6 units of elephant hide
- 2 units of elephant tusks

ELK

- 1 unit of elk antlers
- 2 units of elk hide

FLYING SNAKE

- 1/4 units of flying snake feathers
- 1/4 units of flying snake hide

GIANT APE

- 3 units of giant ape hide

GIANT BADGER

- 1 unit of giant badger hide

GIANT BAT

- 2 units of giant bat hide
- 2 units of giant bat wings

GIANT BOAR

- 2 units of giant boar hide
- 2 units of giant boar tusks

GIANT CENTIPEDE

- 1/2 units of giant centipede poison

GIANT CONSTRICTOR SNAKE

- 4 units of giant constrictor snake skin

GIANT CRAB

- 1 unit of giant crab carapace

GIANT CROCODILE

- 4 units of giant crocodile hide
- 3 units of giant crocodile teeth

GIANT EAGLE

- 2 units of giant eagle feathers

GIANT ELK

- 1 unit of giant elk antlers
- 4 units of giant elk hide

GIANT FIRE BEETLE

- 1 unit of giant fire beetle carapace
- 1 unit of giant fire beetle glowing glands

GIANT FROG

- 1 unit of giant frog skin
- 1 unit of giant frog tongue

GIANT GOAT

- 2 units of giant goat pelt
- 1 unit of giant goat horns

GIANT HYENA

- 2 units of giant hyena pelt

GIANT LIZARD

- 2 units of giant lizard scales

GIANT OCTOPUS

- 3 units of giant octopus tentacles
- 1 unit of giant octopus ink sac

GIANT OWL

- 2 units of giant owl feathers

GIANT POISONOUS SNAKE

- 1 unit of giant poisonous snake skin
- 1 unit of giant poisonous snake poison

GIANT RAT

- 1/2 units of giant rat hide

GIANT SCORPION

- 2 units of giant scorpion carapace
- 2 units of giant scorpion claws
- 1 unit of giant scorpion sting
- 1 unit of giant scorpion venom sac

GIANT SEA HORSE

- 2 units of giant sea horse hide

GIANT SHARK

- 4 units of giant shark skin

GIANT SPIDER

- 1 unit of giant spider venom
- 1 unit of giant spider web sac

GIANT TOAD

- 1 unit of giant toad tongue
- 2 units of giant toad skin

GIANT VULTURE

- 2 units of giant vulture feathers

GIANT WASP

- 1 unit of giant wasp stinger

GIANT WEASEL

- 1 unit of giant weasel hide

GIANT WOLF SPIDER

- 1 unit of giant wolf spider venom
- 1 unit of giant wolf spider web sac

GOAT

- 1 unit of goat pelt

HAWK

- 1/4 units of hawk feathers

HUNTER SHARK

- 2 units of hunter shark skin

HYENA

- 1 unit of hyena pelt

JACKAL

- 1 unit of jackal pelt

KILLER WHALE

- 4 units of killer whale skin

LION

- 2 units of lion hide

LIZARD

- 1/4 units of lizard scales

MAMMOTH

- 4 units of mammoth hide
- 2 units of mammoth tusks

MASTIFF

- 1 unit of mastiff hide

MULE

- 1 unit of mule hide

OCTOPUS

- 1 unit of octopus tentacles
- 1/2 unit of octopus ink sac

OWL

- 1/4 units of owl feathers

PANTHER

- 1 unit of panther hide

PHASE SPIDER

- 1 unit of phase spider venom
- 1 unit of phase spider web sac

POISONOUS SNAKE

- 1/4 units of poisonous snake skin
- 1/4 unit of poisonous snake poison

POLAR BEAR

- 2 units of polar bear hide

PONY

- 1 unit of pony hooves

RAT

- 1/4 units of rat pelt

RAVEN

- 1/4 units of raven feathers

REEF SHARK

- 1 unit of reef shark skin

RHINOCEROS

- 2 units of rhinoceros hide
- 2 units of rhinoceros horns

RIDING HORSE

- 1 unit of riding horse hooves

SABER-TOOTHED TIGER

- 2 units of saber-toothed tiger hide
- 1 unit of saber-toothed tiger fangs

SCORPION

- 1/4 units of scorpion venom

SPIDER

- 1/4 units of spider venom

TIGER

- 2 units of tiger hide

VULTURE

- 1 unit of vulture feathers

WARHORSE

- 1 unit of warhorse hooves

WEASEL

- 1/4 units of weasel pelt

WINTER WOLF

- 2 units of winter wolf hide

WOLF

- 1 unit of wolf hide

WORG

- 2 units of worg hide

