

<p><b>Survival Kit</b> <i>10 lbs.</i></p> <p>This is a set of tools for laying snares and traps, as well as a variety of baits.</p> <p>Proficiency with a survival kit allows a character to add their proficiency bonus to rolls to determine the amount of food and water they can find on a successful Survival check to forage on land.</p>	<p><b>Dagger</b> <i>1 lb.</i></p> <p>A slim but sturdy fighting knife with a wicked point.</p> <p><b>Damage:</b> 1d4 piercing</p> <p><b>Properties:</b> Simple Finesse Light Thrown (range 20/60)</p>	<p><b>Dagger</b> <i>1 lb.</i></p> <p>A slim but sturdy fighting knife with a wicked point.</p> <p><b>Damage:</b> 1d4 piercing</p> <p><b>Properties:</b> Simple Finesse Light Thrown (range 20/60)</p>	<p><b>Dust Mask</b> <i>1 lbs.</i></p> <p>This is a mask of fine silk that can be used to partially filter out the effects of the White Wind when shelter is not available (or even in conjunction with shelter).</p> <p>Characters wearing a dust mask have Advantage on Constitution saving throws to resist the effects of the White Wind.</p>																																																																																																																																																																																								
<p><b>Backpack</b> <i>5 lbs.</i></p> <p>A sturdy canvas traveling sack.</p> <p>Can carry up to 30 pounds of gear away from the elements.</p>	<p><b>Waterskin</b> <i>5 lbs.</i></p> <p>A waterproof skin capable of holding half a gallon, necessary for drinking while traveling.</p>	<p><b>Water Supplies</b></p> <p>Each box below represents one gallon of water. During a normal day's travel, a Medium-sized creature must drink two gallons of water (two boxes) and a Small-sized creature must drink one gallon (one box) in order to avoid beginning to incur Exhaustion penalties.</p> <p>Fighting counts as an additional half day's travel (one gallon for Medium-sized creatures, <math>\frac{1}{2}</math> a gallon for Small-sized creatures). Fighting more than once counts as a full day's travel.</p> <table border="1" data-bbox="1045 1166 1524 1485"> <tbody> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </tbody> </table>																																																																																									<p><b>Food Supplies</b></p> <p>Each box below represents two pounds of food. During a normal day's travel, a Medium-sized creature must eat four pounds of food (two boxes) and a Small-sized creature must eat two pounds (one box) in order to avoid beginning to incur Exhaustion penalties.</p> <p>Fighting counts as an additional half day's travel (four pounds of food for Medium-sized creatures, two pounds for Small-sized creatures). Fighting more than once counts as a full day's travel.</p> <table border="1" data-bbox="1545 1166 2025 1485"> <tbody> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </tbody> </table>																																																																																																

<p><b>Healer's Kit</b> <i>3 lbs.</i></p> <p>A leather pouch containing bandages, salves, and splints. Has ten uses.</p> <p>Action: expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.</p>	<p><b>Bedroll</b> <i>7 lbs.</i></p> <p>A warm, cushioned sleeping bag.</p> <p>Permits sleeping on hard ground or in cold weather without incurring levels of Exhaustion.</p>	<p><b>Mess Kit</b> <i>1 lb.</i></p> <p>A tin box with a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.</p> <p>Useful for cooking meals on the road.</p>	<p><b>Rope, silk</b> <i>5 lbs.</i></p> <p>Fine sturdy rope with a 2,000 pound carry weight.</p> <p>Has 2 hit points. Can be burst with a DC 17 Strength check.</p>
<p><b>Hooded Lantern</b> <i>2 lbs.</i></p> <p>A lantern made of dull metal with shutters that can be lowered to dim the light.</p> <p>Burns for 6 hours on a flask (pint) of oil, providing Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.</p> <p>Action: Lower the hood, reducing the lantern to providing Dim Light in a 5-foot radius only.</p>	<p><b>Oil Flask</b> <i>1 lb.</i></p> <p>A leather flask containing a pint of lamp oil.</p> <p>Can provide fuel for a lamp for 6 hours.</p> <p>Action: Make a ranged attack to throw the flask up to 20 feet or splash the oil on a creature within 5 feet to cover the target in oil.</p> <p>Action: Pour the oil on the ground in a 5x5' square.</p> <p>Oil splashed on a creature or surface can be lit to burn for 2 rounds, dealing 5 fire damage per turn.</p>	<p><b>Oil Flask</b> <i>1 lb.</i></p> <p>A leather flask containing a pint of lamp oil.</p> <p>Can provide fuel for a lamp for 6 hours.</p> <p>Action: Make a ranged attack to throw the flask up to 20 feet or splash the oil on a creature within 5 feet to cover the target in oil.</p> <p>Action: Pour the oil on the ground in a 5x5' square.</p> <p>Oil splashed on a creature or surface can be lit to burn for 2 rounds, dealing 5 fire damage per turn.</p>	<p><b>Tent</b> <i>20 lbs.</i></p> <p>A simple and portable canvas shelter. Sleeps two.</p> <p>Permits sleeping in inclement weather without incurring levels of Exhaustion.</p>

<p><b>Tinderbox</b> 1 lb.</p> <p>A small wooden box containing flint, fire steel, and tinder.</p> <p>Action: Light a torch, lamp, or other exposed fuel. 1 minute: Light a normal fire.</p>	<p><b>Spellbook</b> 3 lbs.</p> <p>A leather-bound traveler's journal with leather flaps to seal out the weather, containing 100 pages of the highest-quality vellum.</p> <p>20 pages of the spellbook contain indecipherable notation and diagrams in a neat, cultured hand.</p> <p>May serve as a wizard's spellbook.</p>	<p><b>Alchemist's Supplies</b> 8 lbs.</p> <p>A small portable workbench with drawers and stoppered clay flasks containing a variety of alchemical reagents.</p> <p>Proficiency with these tools permits you to add your proficiency bonus to checks made to create alchemical items.</p>	<p><b>Merchant's Scales</b> 3 lbs.</p> <p>A set of adjustable scales used to weigh items in precise amounts.</p> <p>When used in conjunction with Alchemist's Supplies, an Herbalism Kit, or a Poisoner's Kit, provides Advantage on checks to create potions and other consumable items.</p>
	<p><b>Fey Presence</b> <i>Class Feature</i></p> <p>Your patron bestows upon you the ability to project the beguiling and fearsome presence of the fey.</p> <p><b>Action:</b> Each creature in a 10-foot cube originating from you must make a Wisdom saving throw against your warlock spell save DC. Creatures that fail their saving throws are all Charmed or Frightened by you (your choice) until the end of your next turn.</p> <p>You may use this feature once per long or short rest.</p>	<p><b>Arcane Focus</b> 1 lb.</p> <p>May be used as a spellcasting focus to meet the material component of warlock spells.</p>	

