

Traveler's Clothes

4 lbs.

A set of rough but sturdy traveler's clothes, including a broad-brimmed hat, tightly woven woolen cloak, and tough leather boots.

Healer's Kit

3 lbs.

A leather pouch containing bandages, salves, and splints. Has ten uses.

Action: expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Grappling Hook

4 lbs.

A sturdy multi-pronged iron hook that can be affixed to a rope.

Bedroll

7 lbs.

A warm, cushioned sleeping bag.

Permits sleeping on hard ground or in cold weather without incurring levels of Exhaustion.

Soap

0 lbs.

A bar of rough cleansing soap.

Set of 2

Tent

20 lbs.

A simple and portable canvas shelter. Sleeps two.

Permits sleeping in inclement weather without incurring levels of Exhaustion.

Mess Kit

1 lb.

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.

Useful for cooking meals on the road.

Hunting Trap

25 lbs.

A saw-toothed steel trap with a pressure plate in the center, affixed to a heavy chain.

Action: Set the trap by affixing the chain to a heavy object or spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (3 feet). A creature can use the action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

Dust Mask

1 lbs.

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).

Characters wearing a dust mask have Advantage on Constitution saving throws to resist the effects of the White Wind.

Fishing Tackle

4 lbs.

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

Proficiency with fishing tackle allows a character to add their proficiency bonus to rolls to determine the amount of food they can find on a successful Survival check to forage by fishing.

Blanket

3 lbs.

A warm blanket, suitable for wrapping a horse or up to two people.

Permits sleeping in cold weather without incurring levels of Exhaustion.

Tankard

1 lbs.

This is Ghyntong, the Ale Hammer, famous among tankards. It was your father's tankard, and his father before him. Made of ironwood, banded with adamant forged by your great grandfather when your grandfather was a smooth-palmed youth. The smooth-worn ironwood carries dozens of notches, each signifying a drinking contest won by an Ironhand wielding Ghyntong.

Holds a dwarven pint.

Provides a +1 bonus to Constitution saving throws to drink alcohol.

Dagger

1 lb.

A slim but sturdy fighting knife with a wicked point.

Damage: 1d4 piercing

Properties:

Finesse
Light
Thrown (range 20/60)

Climber's Kit

12 lbs.

A kit including special pitons, boot tips, gloves, and harness.

Action: Use the climber's kit to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Second Wind

Class Feature

Your extreme martial training has given you a limited well of nearly superdwarven stamina from which to draw in battle.

Bonus Action: Regain hit points equal to 1d10 + your fighter level

You may use this feature once per long or short rest.

Jousting Snail Kit

1 lb.

A small wooden box containing snails, snail jousting equipment, lures, and a tilting course: everything necessary to play the unusual soldiers' game known as Jousting Snails.

Proficiency with this gaming set permits you to add your proficiency bonus to any ability checks made to play jousting snail games.

