

Scale Mail <i>45 lbs.</i>
A jacket and leggings of overlapping steel scales with steel helmet, gauntlets, and boots.
Provides AC 14 + up to +2 Dexterity modifier. Imposes Disadvantage on Dexterity (Stealth) checks.

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Provides AC 14 + up to +2 Dexterity modifier. Imposes Disadvantage on Dexterity (Stealth) checks.

Warhammer <i>2 lbs.</i>
A sturdy hardwood-hafted with a steel hammer face and steel hardened pick.
Damage: 1d8 bludgeoning
Properties: Martial Versatile (1d10)

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Damage: 1d8 bludgeoning

Properties:

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Shield
<p><i>6 lbs.</i></p> <p>A brass-banded hardwood heater shield emblazoned with the fist and lightning bolt of Kord.</p>
<p>Provides +2 AC.</p>

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emblazoned with the fist and lightning bolt of
Kord.

Provides +2 AC.

<h2>Light Crossbow</h2> <p><i>5 lbs.</i></p>
<p>A steel-prodded crossbow with a cocking lever.</p>
<p>Damage: 1d8 piercing</p> <p>Properties:</p> <ul style="list-style-type: none"> Simple Ammunition Range 80/320 Loading Two-Handed

A steel-prodded crossbow with a cocking lever.

Damage: 1d8 piercing

Properties:

- Simple
- Ammunition
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<p>Loading Two-Handed</p>	
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Two-Handed

[illegible]

³/₄₀ lb. each

Pyramid-headed bolts for a light crossbow.

Set of 20

Pyramid-headed bolts for a light crossbow.
Set of 20

Set of 20

Up to 20 bolts can be held ready at a single time in a bolt case.

Backpack (double) <i>10 lbs.</i>
An extra-large canvas traveling sack.
Can carry up to 60 pounds of gear away from the elements.

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Can carry up to 60 pounds of gear away from the elements.

[illegible]

8 lbs. per box

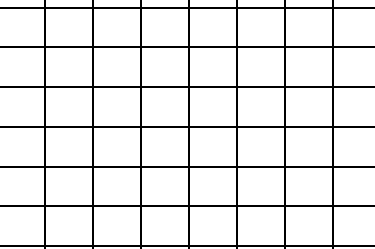
Each box below represents one gallon of water. During a normal day's travel, a Medium-sized creature must drink two gallons of water (two boxes) and a Small-sized creature must drink one gallon (one box) in order to avoid beginning to incur Exhaustion penalties.

Fighting counts as an additional half day's travel (one gallon for Medium-sized creatures, ½ a gallon for Small-sized creatures). Fighting more than once counts as a full day's travel.

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[illegible]

2 lbs. per box

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.

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.

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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.

Candle

0 lbs.

A small beeswax candle.

Set of 10.

Burns for 1 hour, providing Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Tinderbox

1 lb.

A small wooden box containing flint, fire steel, and tinder.

Action: Light a torch, lamp, or other exposed fuel.
1 minute: Light a normal fire.

Alms Box

1 lb.

A simple lockable bronze-banded wooden box for collecting donations.

Incense

1/2 lbs. each

Seven blocks of ritual incense.

Censer

1 lb.

A pierced silver ball on a chain used to distribute incense.

Vestments

10 lbs.

A carefully packed set of Kordian vestments, including a bronze-headed hammer, wide pleated body wrap, sandal wraps, ritual beard ties, and bracers.

Waterskin

5 lbs.

A waterproof skin capable of holding a half gallon of water, necessary for drinking while traveling.

Prayer Book <i>5 lbs.</i>
<p>A thick leather-bound book of prayers, hymns, and the writings of Kordian saints suitable for occasions ranging from battle to funerals.</p>

Vestments <i>10 lbs.</i>
<p>A carefully packed set of Kordian vestments, including a bronze-headed hammer, wide pleated body wrap, sandal wraps, ritual beard ties, and bracers.</p>

Common Clothes <i>3 lbs.</i>
<p>A nondescript set of commoner’s clothes in the Naghatar style, including mantle, tunic, hose, low leather shoes, and a small cap.</p>

Holy Symbol <i>0 lbs.</i>
<p>The stylized fist of Kord gripping the thunderbolt, embossed and enameled on a shield.</p>
<p>May be used as a spellcasting focus to meet the material component of cleric spells.</p>

Holy Symbol <i>1 lb.</i>
<p>A small gold-plated bracelet in the shape of a stylized cloud, from which dangle small thunderbolt charms.</p>
<p>May be used as a spellcasting focus to meet the material component of cleric spells.</p>

Wrath of the Storm <i>Tempest Domain Feature</i>
<p>You thunderously rebuke attackers.</p>
<p>Reaction: When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.</p> <p>You may use this feature a number of times equal to your Wisdom modifier per long rest.</p>

Mess Kit <i>1 lb.</i>
<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>

Fishing Tackle <i>4 lbs.</i>
<p>This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.</p>
<p>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.</p>

