

can use a holy symbol to replace the material components of spells, except for those components that have a specific cost. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it emblazoned on a shield. See chapter 4 for more about spellcasting.

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

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

**Lock.** A creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Better locks are available for higher prices.

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

**Playing Cards.** If you are proficient with playing cards, you can add your proficiency bonus to ability checks you make to play a game with them.

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

**Rations.** Compact, dry foods suitable for extended travel, rations include jerky, dried fruit, hardtack, and nuts.

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

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

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

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

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

## MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Donkey or mule	8 gp	40 ft.	420 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.

## TACK AND HARNESS

Item	Cost	Weight
Bit and bridle	2 gp	1 lb.
Feed (per day)	5 cp	10 lb.
<b>Saddle</b>		
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

## FOOD, DRINK, AND LODGING

Item	Cost
<b>Ale</b>	
Gallon	2 sp
Mug	4 cp
<b>Inn stay (per day)</b>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<b>Meals (per day)</b>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
<b>Wine</b>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

