

HEROES OF VARETHIA



SETTING GUIDEBOOK

Cleric Subclasses

In Varethia, many different clerical groups follow the teachings of many different gods. Each deities' priesthood follows different domains that represent the core tenants of their deities teachings.

Carrion Domain

Death is the truth of war

The Carrion Domain emphasises the truth of battle. Clerics who follow the way of carrion are masters of warfare through wisdom, great tacticians who use that knowledge and the power of their deity to grace the battlefield with as large a pile of carrion as possible.

Where some war-clerics revel in one on one combat, these priests worship the tactical and strategic disciplines rather than the martial.

Level 3: Carrion Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Carrion Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level Prepared Spells

3	Heroism, Sanctuary, Expedited Retreat
5	Fear, Slow
7	Freedom of Movement, Confusion
9	Hold Monster, Lessons of the Slain

Level 3: Tacticians Command

As a Magic action, you present your Holy Symbol and expend a use of your Channel Divinity to give a command and immediately allow a single ally you can see to take a move action.

Level 3: Ravens Foresight

When initiative is rolled to begin combat, but before the first turn takes place. You may swap initiative with one willing ally.



Level 6: Lessons Written In Blood

When a hostile creature you can see within 60 feet of you is reduced to 0 hit points, you may use your **reaction** to gain one **Tactical Die**, which is a d6.

You can hold a maximum number of Tactical Dice equal to your **Wisdom modifier**.

When you or an ally you can see makes an attack roll, ability check, or saving throw, you may expend one Tactical Die to add it to the roll after seeing the roll but before knowing the outcome.

All unused Tactical Dice are lost when you finish a long rest.

Level 17: Killing Field

At the start of each of your turns, choose a point you can see within 60 feet of you. Until the start of your next turn, the area in a 20-foot-radius sphere centered on that point becomes the **Killing Field**.

While a creature hostile to you is within the Killing Field:

- Its speed is reduced by 10 feet
- The first attack roll made against it each round has advantage
- When it drops to 0 hit points, you may immediately gain one Tactical Die without using your reaction

You may have only one Killing Field active at a time.



Truth Domain

The truth will set you free.

Clerics of the Domain of truth concern themselves not with right or wrong, but with truth and lies.

To them, there is no morality in speaking a lie in kindness. Only truth is good, and lies are always sin.

Level 3: Truth Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Truth Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level Prepared Spells

3	Comprehend Languages, Guiding Bolt, Zone of Truth
5	Clairvoyance, Daylight
7	Divination, Locate Creature
9	Legend Lore, Scrying

Level 3: Revelation of truth

As a Magic action, you may expend a use of your **Channel Divinity** to surround yourself with an aura of divine truth.

For 1 minute, whenever a creature within 30 feet of you knowingly speaks a lie, you are immediately aware that a lie was spoken, though not necessarily what the truth is.

Level 3: Absolute query

You have the ability to infuse your voice with a divine demand for truth. You may target one creature you can see. And ask one question. It must be a yes/no proposition.

The target creature must make a wisdom saving throw against your cleric spell casting save DC. On a failure, they must attempt to the best of their ability answer the question truthfully.

This ability can be used a number of times per day equal to your cleric level. (maximum 4)



Level 6: Sight of Unwarnished Truth

Falsehood cannot hide from your faith.

- You gain the ability to perceive reality as it truly is, even in the chaos of battle.
- You can see invisible creatures and objects within 10 feet of you.
- You have advantage on saving throws against illusion spells.
- You automatically succeed on ability checks made to disbelieve illusions.

In addition, once per turn, when you make an attack roll against a creature you can see, you may ignore disadvantage imposed by invisibility, illusion magic, or obscurement for that attack.

Level 17: Truth Manifest

You are a beacon of absolute truth, and your presence is anathema to the very concept of deception.

Your **Revelation of truth** class feature now no longer needs an action or a use of channel divinity to function. It is active permanently.

Now, you may use a magic action, and expend a use of your **Channel Divinity** to push the effect to further heights.

For 1 minute, whenever a creature within 30 feet of you knowingly speaks a lie, casts an **illusion spell**, or benefits from **invisibility**, it takes **4d10 psychic damage** and must succeed on a Wisdom saving throw or be **stunned until the end of its next turn**.

Creatures within the area of effect are instinctively aware of the consequences of deception.

Once a creature succeeds on this save, it is immune to this feature for 24 hours.



Conduct Domain

Measure a lord by the state of his villeins

Conduct is not belief, nor courage, nor personal honour. Conduct is behaviour observed by others. A man's virtue is measured not by victories, but by how power is exercised over those who lack it.

Clerics of the conduct domain often serve as castle chaplains, worshipping Talanor, and advising a lord on the proper chivalric course of action. Although these spur-brothers are also known to accompany their lord to the battlefield to bear witness to acts of chivalry.

Level 3: Conduct Domain Spells

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Conduct Domain Spells table, you thereafter always have the listed spells prepared.

Cleric Level Prepared Spells

3	Bless, Shield of faith, Protection from Evil and Good
5	Warding Bond, Remove Curse
7	Guardian of Faith, Death Ward
9	Hallow, Dispel Evil and Good

Level 3: Public Censure

You present your holy symbol and publicly denounce misconduct.

Choose one creature you can see within 30 feet of you. For 1 minute, that creature is Censured.

While Censured:

- The creature cannot gain advantage on attack rolls.
- The creature has disadvantage on Charisma checks.
- The first time each round the creature makes an attack against a creature other than you, that attack is made at disadvantage.

The effect ends early if the creature willingly refrains from attacking for an entire round.



Level 3: Call of Honor

When a creature you can see makes a melee attack at advantage, you may use your reaction to impose fairness, this negates advantage on the attack roll.

You may use this ability a number of times equal to your wisdom modifier. All charges are regained when you finish a long rest.

Level 6: Mark of Sin

When you use your call of honor to negate advantage, the attacking creature is marked as a “*Sinner*”.

Any creature so marked has disadvantage on its next saving throw against a spell cast by you.

Level 17: Judgement of the Wicked

When a creature is marked as a “*Sinner*” by your Mark of Sin ability, the disadvantage is now imposed on all spell saving throws against your spells for 1 minute.

During that minute, whenever the creature takes damage, you may use your reaction to deem the attack Punishment.

Any resistance to damage from the attack is negated, and any immunity to damage from the attack is reduced to resistance.



Paladin Subclasses

In Varethia, the devoutest of militant believers gain power from their deities. Using that strength to uphold the tenets of their faith and execute their deity's will in the world.

Oath of the Hearth

Protect the sanctity of the home, and family life.

Paladins who take the Oath of the Hearth swear themselves to the defense of the small and the private. They are not champions of crowns or conquerors of nations. Their duty is to the hearthfire, the threshold, and the bonds of kinship that make life worth defending.

Where other paladins ride to war, The Hearthsworn stand watch over the home, and place themselves between violence and those who cannot flee. To them, a dwelling is sacred ground, and harm done within it is the gravest of sins.

These paladins follow these tenets:

- Protect those who cannot defend themselves.
- Hold the home as sacred ground and prevent violence within it.
- Seek peace within the home before ever raising a weapon.

Level 3: Oath of the Hearth Spells

Your oath magically grants you certain spells; when you reach a Paladin level specified in the Oath of the Hearth Spells table, you thereafter always have the listed spells prepared.

Paladin Level Prepared Spells

3	Shield of Faith, Sanctuary
5	Calm emotions, Lesser Restoration
9	Tiny hut, Create food and Water
13	Private Sanctum, Guardian of Faith
17	Hallow, Circle of Power



Level 3: By This Door I Stand

You may expend one use of your channel divinity to bless the 5 feet of ground directly beneath your feet.

For 1 minute, or until you use this feature again, the following effects are in place.

- While standing in the blessed space, you may make one extra attack of opportunity per round.
- While standing in the space, you gain an amount of temporary hit points equal to your paladin level plus your charisma bonus.

If you move outside of the 5 foot space, the blessing ends early.

Level 7: Aura of Hospitality

While you are conscious, when a creature within your Aura of Protection takes damage, you may use your reaction to reduce that damage by an amount equal to your proficiency bonus. You take the prevented damage instead. This damage cannot be reduced or prevented in any way.

This feature may only be used **once per round**.

Level 15: Hosts Intercession

When a creature you can see is reduced to zero hit points, you can expend a reaction and cause it to drop to 1 hit point instead. The target creature is rendered unconscious.

This feature has no effect on effects that kill a creature outright without reducing it to 0 hit points.

Once this feature has been used, it cannot be used again until you finish a Long Rest.

Level 20: Living Hearth

As a Bonus Action, you can imbue your Aura of Protection with the warmth of the holy hearth for 10 minutes. Any ally who starts their turn within your aura gains temporary hit points equal to your Charisma modifier.

A creature cannot have more temporary hit points from this feature than your Charisma modifier.

Once you have used this feature, you cannot use it again until you finish a long rest.



Oath of Chivalry

Hold yourself to the strictest standards of knighthood.

Paladins who take the Oath of Chivalry swear to abide by the chivalric code set forth by the spur-brothers of Talanor's order. To them, knighthood is not proven by victory, but by restraint. Strength exists to serve, not to dominate.

Some knights take this oath as wandering errants, travelling from place to place in search of deeds worthy of song. Others are landed nobles, entrusted with land and subjects in the name of their overlord and defending their charge with sword, shield, and conscience.

All who swear this oath believe the same truth: that power without discipline is cruelty, and that a knight is judged not by whom he defeats, but by how he treats those who cannot resist him.

The tenets of the chivalric oath are as follows:

- Never kill when surrender is offered in good faith.
- Keep oaths, even when they harm you.
- Protect those placed beneath you.
- Treat friend and foe alike with dignity.

Level 3: Oath of Chivalry Spells

Your oath magically grants you certain spells; when you reach a Paladin level specified in the Oath of Chivalry Spells table, you thereafter always have the listed spells prepared.

Paladin Level Prepared Spells

Paladin Level	Prepared Spells
3	Command, Compelled Duel
5	Calm Emotions, Warding Bond
9	Beacon of Hope, Feign Death
13	Compulsion, Guardian of Faith
17	Geas, Circle of Power

Level 3: Promise of Mercy

You may expend one use of your Channel Divinity to swear a divine vow of restraint. For 1 minute, you gain the following benefit:

When you reduce a creature to 0 hit points with an attack or spell, you may choose to render it unconscious and stable, rather than killing it.

A creature rendered unconscious in this way does not make death saving throws and remains unconscious for 1 hour, or until it regains hit points or is awakened by another creature.

Creatures immune to the unconscious condition instead fall prone and are incapacitated until the end of your next turn.

Shopping

Item Availability And Price

These tables show listings of items along with their prices. There are 5 prices per item, and 5 'availabilities' per item. Any city you come across in *Varethia* may have different Price and availability modifiers for each shop type.

For example, *Whitestone* would appear as shown here:

Whitestone Shopping Table

Shop	Price	Availability
General Store	2	4
Blacksmith	2	4
Alchemist	2	4
Magic Shop	2	4
Stable	2	4

As we can see here, availability is high for all shop types, because *Whitestone* is a massive trade hub for the kingdom. And the price is a little better than average (2) because there are a lot of stores to drive down prices.

In a town such as Ironford however. We might see the below table:

Ironford Shopping Table

Shop	Price	Availability
General Store	3	3
Blacksmith	2	5
Alchemist	4	2
Magic Shop	4	2
Stable	3	2

Because Ironford is a shipping hub for dwarven metals mined in the barrier mountains, blacksmithed equipment is both cheaper and in greater supply. Whereas the culture of metalcraft and hard physical labour has made magical supplies slightly less common.

General Store

Item	Weight	Price					Availability				
		1	2	3	4	5	1	2	3	4	5
Arrows (20)	1 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x	x
Blowgun needles (50)	1 lb.	30 gp	40 gp	50 gp	60 gp	70 gp		x	x	x	x
Crossbow bolts (20)	1½ lb.	1 gp		x	x	x	x				
Sling bullets (20)	1½ lb.	2 cp	3 cp	4 cp	5 cp	6 cp	x	x	x	x	x
Amulet	1 lb.	3 gp	4 gp	5 gp	6 gp	7 gp					x
Backpack	5 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Ball bearings (bag of 1,000)	2 lb.	1 gp				x	x				
Barrel	70 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Basket	2 lb.	2 sp	3 sp	4 sp	5 sp	6 sp	x	x	x	x	x
Bedroll	7 lb.	1 gp	x	x	x	x	x				
Bell	—	1 gp	x	x	x	x	x				
Blanket	3 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x	x
Block and tackle	5 lb.	1 gp	x	x	x	x	x				
Book	5 lb.	15 gp	20 gp	25 gp	30 gp	35 gp		x	x	x	x
Bottle, glass	2 lb.	1 gp	2 gp	2 gp	2 gp	3 gp		x	x	x	x
Bucket	2 lb.	3 cp	4 cp	5 cp	6 cp	7 cp	x	x	x	x	x
Caltrops (bag of 20)	2 lb.	1 gp		x	x	x	x				
Candle	—	1 cp	x	x	x	x	x				
Case, crossbow bolt	1 lb.	1 gp		x	x	x	x				
Case, map or scroll	1 lb.	1 gp		x	x	x	x				
Chain (10 feet)	10 lb.	3 gp	4 gp	5 gp	6 gp	7 gp		x	x	x	x
Chalk (1 piece)	—	1 cp	x	x	x	x	x				
Chest	25 lb.	3 gp	4 gp	5 gp	6 gp	7 gp			x	x	x
Clothes, common	3 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x	x
Clothes, costume	4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp		x	x	x	x
Clothes, fine	6 lb.	9 gp	12 gp	15 gp	18 gp	21 gp		x	x	x	x
Clothes, traveler's	4 lb.	1 gp	2 gp	2 gp	2 gp	3 gp		x	x	x	x
Crowbar	5 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Emblem	—	3 gp	4 gp	5 gp	6 gp	7 gp		x	x	x	x

General Store (cont)

Fishing tackle	4 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Flask or tankard	1 lb.	1 cp	2 cp	2 cp	2 cp	3 cp	x	x	x	x
Grappling hook	4 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Hammer	3 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Hammer, sledge	10 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Holy water (flask)	1 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x
Hourglass	1 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x
Hunting trap	25 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Ink (1 ounce bottle)	—	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x
Ink pen	—	1 cp	2 cp	2 cp	2 cp	3 cp	x	x	x	x
Jug or pitcher	4 lb.	1 cp	2 cp	2 cp	2 cp	3 cp	x	x	x	x
Kit, climber's	12 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x
Kit, disguise	3 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x
Kit, forgery	5 lb.	9 gp	12 gp	15 gp	18 gp	21 gp	x	x	x	x
Kit, herbalism	3 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Kit, healer's	3 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Kit, mess	1 lb.	1 sp	2 sp	2 sp	2 sp	3 sp	x	x	x	x
Ladder (10-foot)	25 lb.	1 sp	1 sp	1 sp	1 sp	1 sp	x	x	x	x
Lamp	1 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x
Lantern, bullseye	2 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x
Lantern, hooded	2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Lock	1 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x
Magnifying glass	—	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x
Manacles	6 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Mirror, steel	1/2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Oil (flask)	1 lb.	1 sp	1 sp	1 sp	1 sp	1 sp	x	x	x	x
Paper (one sheet)	—	1 sp	2 sp	2 sp	2 sp	3 sp	x	x	x	x
Parchment (one sheet)	—	1 sp	1 sp	1 sp	1 sp	1 sp	x	x	x	x
Pick, miner's	10 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Piton	1/4 lb.	3 cp	4 cp	5 cp	6 cp	7 cp	x	x	x	x
Pole (10-foot)	7 lb.	3 cp	4 cp	5 cp	6 cp	7 cp	x	x	x	x
Pot, iron	10 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Pouch	1 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x
Quiver	1 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Ram, portable	35 lb.	2 gp	3 gp	4 gp	5 gp	6 gp	x	x	x	x
Rations (1 day)	2 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x
Reliquary	2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Robes	4 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Rope, hempen (50 feet)	10 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Rope, silk (50 feet)	5 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x
Sack	1/2 lb.	1 cp	1 cp	1 cp	1 cp	1 cp	x	x	x	x
Scale, merchant's	3 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Sealing wax	—	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x
Shovel	5 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Signal whistle	—	3 cp	4 cp	5 cp	6 cp	7 cp	x	x	x	x
Signet ring	—	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x
Soap	—	1 cp	2 cp	2 cp	2 cp	3 cp	x	x	x	x
Spikes, iron (10)	5 lb.	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x
Spyglass	1 lb.	600 gp	800 gp	1000 gp	1200 gp	1400 gp	x	x	x	x
Tent, two-person	20 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x
Tinderbox	1 lb.	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x
Torch	1 lb.	1 cp	1 cp	1 cp	1 cp	1 cp	x	x	x	x
Waterskin	5 lb. (full)	1 sp	2 sp	2 sp	2 sp	3 sp	x	x	x	x
Whetstone	1 lb.	1 cp	1 cp	1 cp	1 cp	1 cp	x	x	x	x

Blacksmiths

Armor

Armor	Type	AC	Requirements	Stealth	Weight	Price					Availability				
						1	2	3	4	5	1	2	3	4	5
Padded	Light	11 + Dex Mod	—	Disadvantage	8 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Leather	Light	11 + Dex Mod	—	—	10 lb.	6 gp	8 gp	10 gp	12 gp	14 gp		x	x	x	x
Studded Leather	Light	12 + Dex Mod	—	—	13 lb.	27 gp	36 gp	45 gp	54 gp	63 gp		x	x	x	x
Hide	Medium	12 + Dex Mod (max 2)	—	—	12 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Chain Shirt	Medium	13 + Dex Mod (max 2)	—	—	20 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Scale Mail	Medium	14 + Dex Mod (max 2)	—	Disadvantage	45 lb.	30 gp	40 gp	50 gp	60 gp	70 gp		x	x	x	x
Breastplate	Medium	14 + Dex Mod (max 2)	—	—	20 lb.	240 gp	320 gp	400 gp	480 gp	560 gp			x	x	x
Half Plate	Medium	15 + Dex Mod (max 2)	—	Disadvantage	40 lb.	450 gp	600 gp	750 gp	900 gp	1050 gp				x	x
Ring Mail	Heavy	14	—	Disadvantage	40 lb.	18 gp	24 gp	30 gp	36 gp	42 gp	x	x	x	x	x
Chain Mail	Heavy	16	Str 13	Disadvantage	55 lb.	45 gp	60 gp	75 gp	90 gp	105 gp		x	x	x	x
Splint Mail	Heavy	17	Str 15	Disadvantage	60 lb.	120 gp	160 gp	200 gp	240 gp	280 gp			x	x	x
Plate Mail	Heavy	18	Str 15	Disadvantage	65 lb.	900 gp	1200 gp	1500 gp	1800 gp	2100 gp				x	x
Shield		2	—	—	6 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x

Weapons (simple)

Weapon	Type	Damage	Range	Properties	Weight	Price					Availability				
						1	2	3	4	5	1	2	3	4	5
Club	Melee	1d4 bludgeoning	—	light	2 lb.	1 gp	x	x	x	x	x				
Dagger	Melee	1d4 piercing	20/60	finesse, light, thrown	1 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Greatclub	Melee	1d8 bludgeoning	—	two-handed	10 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Handaxe	Melee	1d6 slashing	20/60	light, thrown	2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Javelin	Melee	1d6 piercing	30/120	thrown	2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Light hammer	Melee	1d4 bludgeoning	20/60	light, thrown	2 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Mace	Melee	1d6 bludgeoning	—	—	4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Quarterstaff	Melee	1d6 bludgeoning	—	versatile (1d8)	4 lb.	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Sickle	Melee	1d4 slashing	—	light	2 lb.	1 gp	x	x	x	x	x				
Spear	Melee	1d6 piercing	20/60	thrown, versatile (1d8)	3 lb.	1 gp	x	x	x	x	x				
Crossbow, light	Ranged	1d8 piercing	80/320	ammunition, loading, two-handed	5 lb.	15 gp	20 gp	25 gp	30 gp	35 gp			x	x	x
Dart	Ranged	1d4 piercing	20/60	finesse, thrown	1/4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Shortbow	Ranged	1d6 piercing	80/320	ammunition, two-handed	2 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x	x
Sling	Ranged	1d4 bludgeoning	30/120	ammunition	—	1 gp	x	x	x	x	x				

Weapons (martial)

Weapon	Type	Damage	Range	Properties	Weight	Price					Availability				
						1	2	3	4	5	1	2	3	4	5
Battleaxe	Melee	1d8 slashing	—	versatile (1d10)	4 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Flail	Melee	1d8 bludgeoning	—	—	2 lb.	6 gp	8 gp	10 gp	12 gp	14 gp				x	x
Glaive	Melee	1d10 slashing	—	heavy, reach, two-handed	6 lb.	12 gp	16 gp	20 gp	24 gp	28 gp		x	x	x	x
Greataxe	Melee	1d12 slashing	—	heavy, two-handed	7 lb.	18 gp	24 gp	30 gp	36 gp	42 gp	x	x	x	x	x
Greatsword	Melee	2d6 slashing	—	heavy, two-handed	6 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Halberd	Melee	1d10 slashing	—	heavy, reach, two-handed	6 lb.	12 gp	16 gp	20 gp	24 gp	28 gp			x	x	x
Lance	Melee	1d12 piercing	—	reach, special1	6 lb.	6 gp	8 gp	10 gp	12 gp	14 gp			x	x	x
Longsword	Melee	1d8 slashing	—	versatile (1d10)	3 lb.	9 gp	12 gp	15 gp	18 gp	21 gp	x	x	x	x	x
Maul	Melee	2d6 bludgeoning	—	heavy, two-handed	10 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Morningstar	Melee	1d8 piercing	—	—	4 lb.	9 gp	12 gp	15 gp	18 gp	21 gp			x	x	x
Pike	Melee	1d10 piercing	—	heavy, reach, two-handed	18 lb.	3 gp	4 gp	5 gp	6 gp	7 gp			x	x	x
Rapier	Melee	1d8 piercing	—	finesse	2 lb.	15 gp	20 gp	25 gp	30 gp	35 gp		x	x	x	x
Scimitar	Melee	1d6 slashing	—	finesse, light	3 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x	x
Shortsword	Melee	1d6 piercing	—	finesse, light	2 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Trident	Melee	1d6 piercing	20/60	thrown, versatile (1d8)	4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp			x	x	x
War pick	Melee	1d8 piercing	—	—	2 lb.	3 gp	4 gp	5 gp	6 gp	7 gp			x	x	x
Warhammer	Melee	1d8 bludgeoning	—	versatile (1d10)	2 lb.	9 gp	12 gp	15 gp	18 gp	21 gp	x	x	x	x	x
Whip	Melee	1d4 slashing	—	finesse, reach	3 lb.	1 gp	2 gp	2 gp	2 gp	3 gp			x	x	x
Blowgun	Ranged	1 piercing	25/100	ammunition, loading	1 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Crossbow, hand	Ranged	1d6 piercing	30/120	ammunition, light, loading	3 lb.	45 gp	60 gp	75 gp	90 gp	105 gp	x	x	x	x	x
Crossbow, heavy	Ranged	1d10 piercing	100/400	ammunition, heavy, loading, two-h	18 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Longbow	Ranged	1d8 piercing	150/600	ammunition, heavy, two-handed	2 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Net	Ranged	—	5/15	thrown, special2	3 lb.	1 gp	x	x	x	x	x				

Alchemists

Item		Price					Availability				
Item	Weight	1	2	3	4	5	1	2	3	4	5
Antitoxin (vial)	—	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Kit, poisoner's	2 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Kit, alchemist's	2 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Perfume (vial)	—	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Poison, basic (vial)	—	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x	x
Vial	—	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x	x
Potion of healing	1/2 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Potion of greater healing	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp			x	x	x
Potion of superior healing	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp			x	x	
Potion of supreme healing	1/2 lb.	810 gp	1080 gp	1350 gp	1620 gp	1890 gp				x	
Potion of animal friendship	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp		x	x	x	x
Potion of climbing	1/2 lb.	30 gp	40 gp	50 gp	60 gp	70 gp	x	x	x	x	x
Potion of clairvoyance	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp			x	x	x
Potion of Diminution	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp			x	x	x
Potion of Flying	1/2 lb.	810 gp	1080 gp	1350 gp	1620 gp	1890 gp				x	
Potion of gaseous Form	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp		x	x	x	
Potion of hill giant strength	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x	x
Potion of stone giant strength	1/2 lb.	240 gp	320 gp	400 gp	480 gp	560 gp		x	x	x	x
Potion of fire giant strength	1/2 lb.	360 gp	480 gp	600 gp	720 gp	840 gp			x	x	x
Potion of cloud giant strength	1/2 lb.	810 gp	1080 gp	1350 gp	1620 gp	1890 gp			x		
Potion of Growth	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x	x
Potion of Invisibility	1/2 lb.	810 gp	1080 gp	1350 gp	1620 gp	1890 gp			x	x	x
Potion of mind reading	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp			x	x	x
Potion of heroism	1/2 lb.	300 gp	400 gp	500 gp	600 gp	700 gp			x	x	x
Potion of resistance	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x	x
Potion of speed	1/2 lb.	810 gp	1080 gp	1350 gp	1620 gp	1890 gp				x	
Potion of water breathing	1/2 lb.	60 gp	80 gp	100 gp	120 gp	140 gp	x	x	x	x	x



Magic Shop

Item	Weight	Price					Availability				
		1	2	3	4	5	1	2	3	4	5
Component pouch	2 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x	x
Spellbook	3 lb.	30 gp	40 gp	50 gp	60 gp	70 gp		x	x	x	x
Staff (Arcane Focus)	4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Crystal (Arcane Focus)	1 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Rod (Arcane Focus)	2 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Wand (Arcane Focus)	1 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Orb (Arcane Focus)	3 lb.	12 gp	16 gp	20 gp	24 gp	28 gp	x	x	x	x	x
Sprig of mistletoe (Druidic Focus)	—	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x	x
Totem (Druidic Focus)	—	1 gp	1 gp	1 gp	1 gp	1 gp	x	x	x	x	x
Wooden staff (Druidic Focus)	4 lb.	3 gp	4 gp	5 gp	6 gp	7 gp	x	x	x	x	x
Yew wand (Druidic Focus)	1 lb.	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Staff of the Python	4 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Staff of charming	4 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Staff of Healing	4 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Staff of Swarming Insects	4 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Staff of the Woodlands	4 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Staff of Withering	4 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Staff of Fire	4 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Staff of Frost	4 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Staff of Power	4 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Staff of Striking	4 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Staff of Thunder and Lightning	4 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Staff of the Magi	4 lb.	75000 gp	100000 gp	125000 gp	150000 gp	175000 gp					x
Wand of Magic Detection	1 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Wand of Magic Missiles	1 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Wand of Secrets	1 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Wand of the War Mage +1	1 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Wand of Web	1 lb.	180 gp	240 gp	300 gp	360 gp	420 gp	x	x	x	x	x
Wand of Binding	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Enemy Detection	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Fear	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Fireballs	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Lightning Bolts	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Paralysis	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of the War Mage +2	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Wonder	1 lb.	1650 gp	2200 gp	2750 gp	3300 gp	3850 gp	x	x	x	x	x
Wand of Polymorph	1 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x
Wand of the War Mage +3	1 lb.	16500 gp	22000 gp	27500 gp	33000 gp	38500 gp	x	x	x	x	x



Stable

Item	Speed	Carrying Capacity	Price					Availability				
			1	2	3	4	5	1	2	3	4	5
Camel *	50 ft.	480 lb.	15 gp	20 gp	25 gp	30 gp	35 gp	x	x	x	x	x
Donkey or mule	40 ft.	420 lb.	30 gp	40 gp	50 gp	60 gp	70 gp		x	x	x	x
Elephant *	40 ft.	1,320 lb.	120 gp	160 gp	200 gp	240 gp	280 gp					x
Horse, draft	40 ft.	540 lb.	30 gp	40 gp	50 gp	60 gp	70 gp			x	x	x
Horse, riding	60 ft.	480 lb.	45 gp	60 gp	75 gp	90 gp	105 gp	x	x	x	x	x
Mastiff	40 ft.	195 lb.	15 gp	20 gp	25 gp	30 gp	35 gp			x	x	x
Pony	40 ft.	225 lb.	18 gp	24 gp	30 gp	36 gp	42 gp		x	x	x	x
Warhorse	60 ft.	540 lb.	240 gp	320 gp	400 gp	480 gp	560 gp			x	x	
Stabling (per day)	—	—	3 sp	4 sp	5 sp	6 sp	7 sp	x	x	x	x	x
Carriage	—	—	60 gp	80 gp	100 gp	120 gp	140 gp			x	x	
Cart	—	—	9 gp	12 gp	15 gp	18 gp	21 gp		x	x	x	
Chariot	—	—	150 gp	200 gp	250 gp	300 gp	350 gp		x	x	x	
Feed (per day)	—	—	3 cp	4 cp	5 cp	6 cp	7 cp	x	x	x	x	x
Exotic Saddle	—	—	36 gp	48 gp	60 gp	72 gp	84 gp					x
Military Saddle	—	—	12 gp	16 gp	20 gp	24 gp	28 gp			x	x	
Pack Saddle	—	—	3 gp	4 gp	5 gp	6 gp	7 gp		x	x	x	
Riding Saddle	—	—	6 gp	8 gp	10 gp	12 gp	14 gp	x	x	x	x	x
Saddlebags	—	—	2 gp	3 gp	4 gp	5 gp	6 gp		x	x	x	x
Sled	—	—	12 gp	16 gp	20 gp	24 gp	28 gp		x	x	x	x
Bit and bridle	—	—	1 gp	2 gp	2 gp	2 gp	3 gp	x	x	x	x	x
Wagon	—	—	21 gp	28 gp	35 gp	42 gp	49 gp		x	x	x	

Climate based

Certain animals, such as camels, and elephants. Will only be available in the appropriate climates. For example, a camel could not be purchased in the stables at Waterdeep or Luskan. However it would be available in the stables of Calimport, where it may be harder to find a horse.

