

## WILDERNESS GEAR

Gear	Cost	Weight
Compass	10 gp	-
Dowsing Rod	1 gp	1 lb
Duck Call	20 gp	.2 lbs
Hivesuit	20 gp	13 lbs
Lumber Axe	12 gp	5 lbs
Machete	15 gp	3 lbs
Planticide	10 gp	5 lbs
Repellent	6 gp	.5 lbs
Saw	4 gp	3 lbs
Whetstone	1 cp	1 lb

### COMPASS

*equipment*

You always know the direction of north, granting a +1 bonus to your Wisdom (Survival) checks when you become lost.

### DOWSING ROD

*equipment*

This Y-shaped stick made of yew can help channel magic to help you locate water. When you expend a spell slot, you learn the location and distance of the largest source of water within 100 feet times the level of the spell slot you expended.

### DUCK CALL

*equipment*

This wooden whistle can be blown as an action, allowing you to trick any duck or waterfowl within 1 mile. You can make a Charisma (Deception) check contested by a fowl's Wisdom (Insight) check, on a success you can cause them to move closer to you or some other basic function that a duck might call to another duck. This item can not be used to ask for specific objects, only allowing for very basic messages.

### HIVESUIT

*padded armor*

Overlapping layers of cloth create a heavy suit of material that comes with a padded hat with netting that hangs from its brim. These outfits are often used by those who handle bees or other stinging insects.

You have resistance to bludgeoning, piercing, and slashing damage from swarms of tiny beasts.

### LUMBER AXE

*martial melee weapon*

**Cost** 12 gp

**Damage** 1d10 slashing

**Weight** 5 lbs

**Properties** Heavy, Special, Two-Handed

**Special** You deal additional damage equal to half your proficiency bonus against plants, wooden creatures, and wooden objects.

### MACHETE

*martial melee weapon*

**Cost** 15 gp

**Damage** 1d6 slashing

**Weight** 3 lbs

**Properties** Special

**Special** You gain a +1 bonus to Wisdom (Survival) checks when journeying through the jungle while wielding this weapon. This has no effect if you are following a trail or not in a jungle.

### PLANTICIDE

*equipment*

This keg contains a milky fluid that can quickly kill vegetation. When poured on a non-magical plant, it quickly kills it within 1 hour, turning it into a dry husk that easily catches fire. The entire keg can cover up to a 25-foot cube area, killing all non-magical vegetation in the area.

As an action, you can pour or throw the keg of planticide at a magical plant within 30 feet of you. The creature must make a DC 15 Constitution saving throw. On a failed save, the plant takes 1d6 poison damage at the start of each of its turns for 1 hour. The plant can attempt a new save at the end of its turns, ending the effect on itself on a success.

### REPELLENT

*equipment*

You can spend 1 minute to apply this foul smelling ointment directly on to your skin, which works to keep away most tiny insects. A single flask only has enough ointment to cover a single medium sized creature for 24 hours. Any small or smaller beast that ends its turn within 5 feet of you must make a DC 12 Constitution saving throw. On a failed save, the beast is poisoned until the end of their next turn. On a successful save, the beast is immune to this application of the ointment for 1 hour.

### SAW

*equipment*

As an action, you can place this saw against a non-magical plant made of wood and saw through a number of inches of wood equal to your Strength modifier.

### WHETSTONE

*equipment*

You spend 10 minutes focusing on sharpening a nonmagical weapon with a metal or stone blade that deals slashing or piercing damage. On your next successful attack roll with that weapon, you gain a bonus to your damage roll equal to half your proficiency bonus (rounded down).