

Items (non magical)

- [Dynamite \(Stick\)](#)
- [Mess Kit](#)
- [Tinderbox](#)
- [Hempen rope](#)

Dynamite (Stick)

As an action, a creature can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the set number of rounds goes by, the dynamite explodes on that initiative.

Mess Kit

This tin box contains 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.

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.

Hempen rope

Rope, whether made of hemp or silk, has 2 [Hit Points](#) and can be burst with a DC 17 [Strength](#) check.