



CHARACTER NAME _____

Backpacks can hold no more than 30 lbs of gear.

Note weight of items to not exceed the packs 30lbs limit.

Note the quantity of certain items for quick reference.

Your treasure pouch is not part of your backpack so its weight will not count.

Backpack



Flap Pouch

Small Pocket 1

Small Pocket 2

Small Pocket 3

Small Pocket 4

Middle Pouch

Bed Roll

Rope

Ammo

Torches

Treasure Purse

Copper =

Silver =

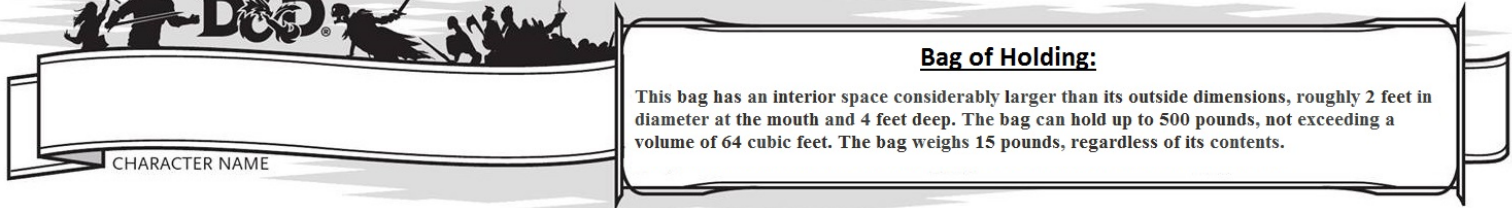
Electrum =

Gold =

Platinum =

Additional Treasure

Main Pouch



A leather satchel with a colorful geometric pattern in red, blue, and green. It has a brown leather strap and a tassel hanging from the bottom. The satchel is shown against a white background with a decorative border.

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents.

[illegible][illegible]

Placing a *bag of holding* inside an extradimensional space created by a *Heward's handy haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



CHARACTER NAME

Portable Hole: This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages.

Source Dungeon Masters Guide p. 186-187



Any creature inside an open *portable hole* can exit the hole by climbing out of it. If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate. Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *Heward's handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Source Dungeon Masters Guide p. 187



Left Saddlebag Maximum weight 250lbs

[illegible]

Pouch of Providing *homebrew item*

[illegible]

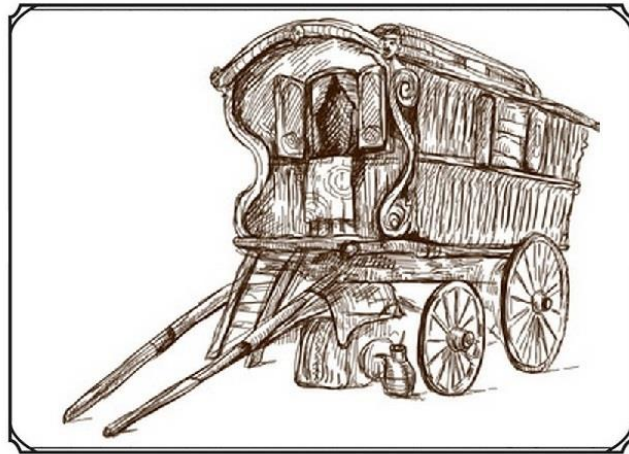
Right Saddlebag Maximum Weight 250lbs

[illegible]

Pouch of Providing: Every morning the pouch will contain enough food to feed whatever creature it is slung over for one day. This item is a homebrew item please check with your DM before use.



Face 15ft Long X 10ft Wide X 5ft Heigh, Base Weight 400 lbs, Cargo 2 Tons



3

ARMOR
CLASS

HP

60

Hardness

5

Ram

4d6

☐ Player Driven

☐ Hiring Driven

○ Camel x 2 ----- 35ft

○ Horse x 2 ----- 35ft

Equipment Outside Left

Equipment Outside Right

Item Name

Qty

Weight

Weight

Weight

Weight

Weight

Weight

Weight

Weight

Item Name

Qty

Weight

Use the 7 blocks in between the inventory lists to log Barrels, Chests, Quivers, ect that you might that yu might carry on your wagon.

For Chests you might number your chest inventory sheet and log the chest number in one of the blocks.

For Barrels you might log the contents of the barrel. Ex: Water, Wine, Apples. List only one item per barrel if the item is liquid.

For Quivers or other ammo types log the amount of ammo in the block.

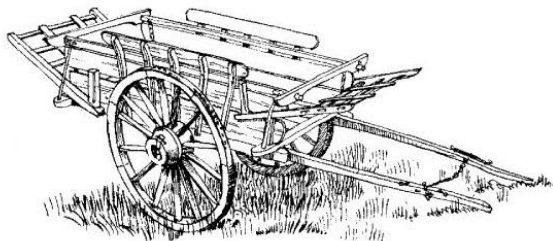
Note all the weight so you do not exceed the 2 ton (4000 lbs) weight limit of you wagon.

Cart :

Large Vehicle ; Face 10ft L X 5ft W X 5ft H ; Base Weight 200 lbs

Crew - 1 ; Handle Animal +0 ; Spd Drawn (Poor) ; Max Cargo Weight 500 lbs

CHARACTER NAME



☐ Player Driven

☐ Hireling Driven

☐ Camel 30ft
☐ Donkey / Mule 20ft
☐ Horse 20ft

Speed

4

ARMOR
CLASS

HP
30

Hardness
5

Ram
2d6

Item Name

Qty

Weight

Item Name

Qty

Weight