

EXPANDED TOOL OPTIONS

MORE OPTIONS FOR THE DISCERNING ADVENTURER

By Realmwarp Media



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TOOLS, KITS, AND SUPPLIES

While the 5e canon includes a nearly complete list of tools, kits, and supplies for adventurers—covering almost everything one would need and could think of—sometimes a player may think of a unique or niche need which may not be covered in the original list of tools. This supplement is intended to grant players additional options which, while probably not as useful in as many situations, provide unique role playing and crafting opportunities that may be appealing to experienced players focused on consistent character development, background, and roleplaying.

OCCUPATIONAL CRAFTING

These tools and supplies focus on crafting items that would normally be sold in a market. While some of them, like the bookmaker and chandler, provide items that people would use every day, the gun and silversmith provide rarer and more expensive objects. All of these could be useful to the adventurer under the right circumstances.

BOOKMAKERS TOOLS

This tool set contains the following components:

- Blank pages of vellum or paper.
- Leather for book coverings.
- Binding glue
- Ink of various colors and quills.

Using these Tools. A person proficient in bookmakers tools can spend 8 hours binding a single book. They can also write pages at a rate of 6 pages an hour, provided you are familiar with or knowledgeable about the material you are writing. The DM sets the price for which you can sell the books, or the price you can charge to repair them.

CHANDLING SUPPLIES

This set of supplies contains the following components:

- Wax for making candles
- Wicks
- Molds for both candles and soap
- Fragrances for both candles and soap
- Colors and dyes
- 1d6 flasks of oil for use in lanterns

Using these Tools. A person proficient with chandling supplies can use a short rest to make a single bar of soap or candle. The DM sets the price for which you can sell these items.



FIRE KIT

This basic kit aids in starting a fire and contains the following.

- A flint and steel igniter.
- Treated kindling
- A fire-resistant suit
- A water-retaining blanket
- A chemical extinguisher with 1d6+1 charges

Using these Tools. You do not have to be proficient with these tools to use them. When using this kit, you gain advantage on Survival checks to start a fire or maintain it in harsh conditions.

- You may don or doff the fire-resistant suit in 1 minute, but cannot wear it over armor.
- While wearing the suit, you are resistant to fire damage.
- The blanket is always wet. As an action, you may throw it over a fire to produce smoke, but it cannot put the fire out. You have advantage on survival checks to make smoke signals.
- As an action, you may expend one charge of the extinguisher to put out any fire, including a magic fire of level 3 or less. The person or object cannot catch fire again for 1 minute. A new extinguisher must be purchased when the charges run out.

GUNSMITH TOOLS

This set of tools contain the following components:

- Tools for forming gun components out of raw materials (metal and wood).
- Tools for piecing together and repairing gun components.
- Tools for making ammo.

Using these Tools. A person proficient in these tools can Create firearms and ammo. Creation of 1 component or 1d6 + Ability modifier Pieces of ammo takes a short rest. The DM decides what firearms are available based on the campaign setting, as well as what ability the players use to craft with these tools. In order to craft the player must still find the required resources.

DM NOTE

While our "Revised Artificer: Mechanist*" uses Tinker's Tools to create and craft their guns, this toolset can replace it if you don't want the other abilities the Tinker's Tools provide. If you don't have an artificer, the Gunsmith Tools can be a good way to allow limited firearms into your campaign.

SILVERSMITH'S TOOLS

This set of tools contain the following components:

- A miniature smelter, capable of melting silver.
- Tools for forming, shaping, and cooling silver.
- Various mold for pouring: candles, figurines, and silverware.

Using these Tools. A person proficient with Silversmith Tools can create small silver items and coat weapons in silver. They cannot create weapons purely from silver unless they are also proficient with Smithing Tools. The process of creating a small item takes a total of 24 hours. The process of plating a weapon in silver takes a total of 48 hours.

GATHERING AND PROVIDING

These tools and supplies focus on obtaining resources (food and metals) which can be used to sustain the adventures or enhance their adventuring experience. While most of these tools provide only a minor benefit, the Mining Tools are essential if you're using our *Booms, Heals, and Bleedings (BHB)* supplement.

BEEKEEPERS SUPPLIES

This set of supplies contains the following components:

- A bee suit
- A small hive
- Honey gathering and storing supplies

Using these Tools. Once per 7 days, a creature proficient with this kit can roll on it using their **Wisdom Modifier and Proficiency bonus**. You gain an amount of honey, in ounces, equal to the total roll. You can wait up to 4 weeks to harvest the honey, making a number of rolls equal to the number of weeks since the last harvest.

GARDENING SUPPLIES

This set of supplies contains the following components:

- 3d4 different types of seeds
- Watering can, trowel, and hoe
- Magical "Pest-away" (organic)

Using these Tools. Once per 30 days, a creature proficient with this kit can roll on it using their **Wisdom modifier and proficiency bonus**. You gain a number of each plants equal to 1/2 the total roll. This kit cannot be transported around, once planted you must be in proximity of it to roll. You may choose to move the location of it after skipping a month of harvesting.



FISHING SUPPLIES

This set of supplies contains the following components:

- Bait and tackle
- Cleaning and filleting tools
- Fishing pole and line

Using these Tools. You may use these supplies even if you are not proficient with them. These supplies grant advantage on Survival checks made to catch fish. If you are proficient with these supplies, you may add your proficiency bonus to the check, on top of any other bonus to survival.

MINING TOOLS

This set of tools contains the following components:

- A simple pickaxe
- A chisel
- A lantern
- A basic identification guide of ores and minerals

Using these tools. You may roll an *Attack* (Mining Check) to excavate a piece of ore, mineral, or gem that you find. The DC is based on the rarity of the ore, mineral, or gem, as found in the *mining table*. You may use these tools even if you are not proficient with them. If you are proficient with them, you add your proficiency bonus to all rolls.

MINING TABLE

Rarity	DC Nat/Surv to find (1) unit/lb	Attack Roll to extract 1 unit
Very Common/Simple	5(1),10(2),15(3),20(4)	10
Common	8(1),16(2),24(3)	12
Uncommon	12(1),18(2),24(3)	15
Rare	15(1),20(2),27(3)	18
Very Rare	18(1),26(2)	21
Legendary	21(1),28(2)	24
Epic	25(1),30(2)	27

MORE DETAILED MECHANICS

For more in depth mining mechanics, including over a hundred ores, minerals, and gems (as well as Alchemy and Poison mechanics). Check out our product *Booms, Heals, and Bleedings (BHB)* on the DMguild website.

TACTICAL AND ROLEPLAYING

These tools focus on giving players advantage in both combat and roleplaying.

SEER'S TOOLS

This tool set contains *one* of the following components and effects:

- **Crystal Ball:** You may focus on a question about a specific creature in your mind and make an insight check with advantage. The difficulty is dependant on the question, your familiarity with the creature, and how specific of an answer you seek. On a successful role, the DM gives you an appropriately vague answer.
- **Tarot Cards:** These cards look like a normal playing card deck, but are imbued with powers that the proficient user can understand. This ritual takes 10 minutes to perform.

Draw three cards:

- **Three of same suit:** You gain the answer to any mundane question.
- **Three of same number:** You know the health and general well-being of a creature you can see. You know how many hit points they have, their armor class, and their strongest ability score.
- **Three different suits:** You may discern the attachment of a target creature you can see. For example, you can tell what this person's primary motivation or familial connection is in life (money, their mother/son/spouse, self preservation, etc.).
- **Three different face cards (J,Q,K), three different suits:** You can predict, with relative accuracy, the time and manner in which a creature you can see will die. You do not know if the fate is sealed or can be changed.
- **Any other result:** The ritual fails.
- **Astrological Charts:** These charts give you advantage on Deception checks made to convince someone about an event in their future. They also prevent you from getting lost provided you can see the stars.
- **Set of bone dice with cryptic symbols:** These bone dice can only be read by a proficient user. You can use an action to roll these dice to receive one of the following results:
 - **True/False/Unclear:** You can use the dice to ask a question and receive an answer of True, False, or Unclear, depending on the question you asked and the DM's discretion.
 - **Guidance:** You focus on a specific location, physical destination, or person and roll the dice. They tell you the general direction and distance, though they cannot tell you if it is a clear path to get there.
- **Bowl of Intoxicating Vapors:** This one hour ritual gives you visions of the future. The DM will describe your dream, which may or may not be easily interpretable.
- **Tea cup and leaves:** This 10 minute ritual may help you discern what creatures you encounter next. Drinking this cup of tea leaves a brief outline or symbol that gives a clue as to what creature, puzzle, or encounter is in your near future. The DM will describe this to you.



SURVEYOR'S TOOLS

This tool set contains the following components:

- A plane table
- A Sextant
- A Gunter's Chain
- A Theodolite
- Various other tools

Using these Tools. A person proficient in these tools can use them in the following ways, which each take an hour to complete, and are accurate based on an Intelligence roll of various DC's (according to the DM).

- Establish a weak point in a building or wall.
- Find the natural path or layout of a cave, river, or canyon.
- Establish high or low points of a terrain (gives advantage on ranged attacks rolls made from high ground).
- Identify strategic positions for mass combat.
- Identify natural or manmade traps (sinkholes, pit traps, etc.) of a stretch of terrain.
- Identify a "path of least resistance" while traveling (eliminating terrain penalty).

TAMER'S KIT

This kit contains the following components:

- 4d4 pieces of dried animal food
- Various bottled animal scents

Using this Kit. While using this kit, a person has advantage on Wisdom (*Animal Handling*) checks made to tame or pacify beasts.