

Tools and Tool Feats

Detailed below are several new tool kits that can be used to enhance your game and bring new concepts and ideas to life. The world of Drakkenheim is a grim place full of cosmic horror and dark fantasy. These tools and tool feats look to explore the professions and expertise of many who dwell in the setting.

New Tool Kits

Characters may purchase these tool kits for 50 gp.

Each weighs 5 lbs.

Investigator's Kit

This small black satchel contains a spyglass, a notebook and a quill, pliers, tongs, a small blade, and a magnifying glass.

Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate a crime scene, examine a dead body, or spy on someone from a distance.

Vampire Hunter's Case

This small wooden briefcase is engraved with holy glyphs and contains 3 vials of holy water, a wooden stake, a mallet, a small book of prayers, a holy symbol, and prayer beads. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to track a vampire, or protect an area from a vampire.

Exorcist's Kit

This leather bag contains various holy symbols of several different gods, prayer papers from several religions. A holy book of the prominent religion of your choice, a bottle of holy water, a jar of salts, three candles, a tinder box, a sachet filled with various dried herbs and flowers, and a few scraps of silver. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to investigate or track undead or fiends, to protect a location from such creatures, or to aid in removing possession.

Occultist's Tools

This blood red case has three locks on it and a ring of keys. Inside is a sacrificial ornamental dagger, a shrunken head, a book of prayers in a dead language, a talisman representing an entity of unknown origin, a small statue of a bizarre being, three vials of blood, a set of incense and a censer, a chalice, a mortar and pestle and some dried herbs and flowers. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine the presence of celestials, fey, or fiends.

Cosmologist's Tools

This small lockbox contains a star map, a scroll of known constellations, an armillary sphere, sun dial, astrolabe, and a spyglass. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to determine time of day, location, or direction, as well as recalling any relevant information related to stars, cosmos, gods, or planes.

Doctor's Bag

This black leather medical bag contains a magnifying glass, pliers, a needle and thread, a jar of leeches, a bone saw, a pouch with 5 syringes and 3 scalpels, measuring cups, clamps, distilled alcohol, and various dried herbs. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make

to determine the symptoms of diseases, poisons, and debilitating conditions, as well as what is required to relieve them

Tool Feats

Advanced Palate

Requires proficiency in cook's utensils or brewer's supplies

Whenever you take a short rest, you and up to 6 allies can enjoy a quick meal prepared by you. When they do, any hit dice they use during that rest count as if they had rolled their maximum. Once you use this feature, you must finish a long rest before you can use it again.

During a long rest, you can prepare a hearty meal for up to eight creatures using any ingredients at hand. Creatures who consume the meal gain a hearty resistance for 24 hours. While a creature has this hearty resistance, if that creature fails a saving throw, it can choose to succeed instead. It can use this benefit once, then the hearty resistance expires.

Arcane Fletcher

Requires proficiency in carpenter's tools, tinker's tools, or woodcarver's tools

Whenever you take a long rest, you may spend 1 hour using your tools to imbue a number of arrows or bolts with elemental power. The maximum number of magical arrows or bolts you can imbue is equal to twice your proficiency bonus.

You choose the damage type from either fire, cold, lightning, acid, or poison. The arrows or bolts deal an additional 1d4 damage of the chosen type. Any previously imbued arrows or bolts lose this magic if you use this feature again.

At 12th level, the additional damage increases to 1d6.

Demolitions Expert

Requires proficiency in alchemist's supplies

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — Alchemist's fire

Level 5 — Bomb

Level 11 — Grenade

Expert Armorsmith

Requires proficiency in smith's tools or leatherworker's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with armorsmiths. Additionally, you can identify the make, origin, and traits of any set of armor if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one piece of non-magical armor for you or an ally. You must spend 1 hour to do so, and have access to your tools during this time.

You may choose one of the following damage types: fire, cold, lightning, acid, or poison. The armor grants its wearer resistance to that damage type until you use this feature again.

Starting at 12th level, your smithing skills now grant immunity instead of resistance to the chosen damage type.

Expert Bowyer

Requires proficiency in carpenter's tools or woodcarver's tools

Your advanced knowledge of your craft allows you to barter and

talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking to professional archers or bowyers. Additionally, you can identify the make, origin, and traits of any ranged weapon if you spend 1 minute examining it.

During a long rest, you may spend 1 hour working with your tools to tune up a non-magical ranged weapon. You increase the long range of that weapon by an amount equal to $10 \times$ your proficiency bonus and no longer have disadvantage when firing your weapon at long range. Additionally, the weapon now scores a critical hit on a 19 or 20. The improvements last until you use this feature again.

Expert Weaponsmith

Requires proficiency in smith's tools

Your advanced knowledge of your craft allows you to barter and talk shop with others in your profession, you gain proficiency in Charisma checks you make when speaking with weaponsmiths. Additionally, you can identify the make, origin, and traits of any melee weapon if you spend 1 minute examining it.

Whenever you take a long rest, you are able to improve one non-magical melee weapon for you or an ally. You must spend 1 hour to do so, and have access to your tools and at least 100 gp worth of metal or other materials.

The improvement you grant is equal to one half your proficiency bonus (rounded down). For example, at level 5, with a proficiency bonus of +3, you may make a +1 weapon. The improvement lasts until you use this feature again.

Investigative Mind

Requires proficiency in exorcist's kit*, vampire hunter's case*, or investigator's kit*

Increase your Intelligence score by 1, to a maximum of 20.

You gain proficiency in the Intelligence (Investigation) Skill, and your proficiency bonus is doubled for any ability check you make that uses that proficiency.

When you are investigating an area, object, or creature, you can ask the Game Master a number of questions equal to your proficiency bonus. The Game Master must give a truthful reply, but will only respond with “Yes,” “No,” or “Unknown” if the answer to the question is unknowable or impossible for mortal investigators to deduce.

Once you ask questions about an object, creature, or area, you can’t ask any more questions using this ability again until you finish a long rest.

Medical Expert

Requires proficiency in occultist’s tools*, exorcist’s kit*, or doctor’s bag*

Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

During a short rest you can tend to the sick or wounded.

You can remove one level of exhaustion, cure one disease, or remove the charmed, frightened, paralyzed, or poisoned condition from up to six creatures you can tend to during the rest. Additionally, you may choose up to 6 creatures you can hear and see, they gain a number of extra hit dice to use during the rest equal to your proficiency bonus.

Occult Practitioner

Requires proficiency in occultist’s tools*, or exorcist’s kit*, and the spellcasting ability

Increase your Intelligence or Charisma score by 1, to a maximum of 20.

When you finish a long rest, you may touch your tool kit and imbue a spell you know inside it. The spell must have a level

equal to or lower than your proficiency bonus and a casting time of 1 action. While holding your tool kit, you can use an action to cast this spell without expending a spell slot. You can cast the spell in this manner once, then must finish a long rest before you can do so again. The item remains imbued until you cast the imbued spell, or until you finish a long rest.

Potions Expert

Requires proficiency in alchemist's supplies, occultist's tools*, or herbalism kit

Your practice with potion brewing has given you an eye for the small details that distinguish ingredients and effects within potions. You gain proficiency in Charisma checks you make when speaking to potion sellers, alchemists, or herbalists.

Additionally, you can determine the properties of potions by spending 1 minute examining them.

Once per day after finishing a long rest, you can spend one hour working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — potion of healing

Level 5 — potion of greater healing

Level 11 — potion of supreme healing

Proficient Poisoner

Requires proficiency in poisoner's kit, occultist's tools*, or herbalism kit

You gain resistance to poison damage, and can detect the presence of poison by spending 1 minute examining a substance or object.

Once per day after finishing a long rest, you can spend one hour

working with your chosen tools to create a special concoction or infusion using materials harvested or found in the field. You must have access to your tools during this time. As you gain levels, you learn how to create a more powerful item, as shown on the table below. This creation becomes inert after 24 hours. See the Core Rules for more information on the items below.

Level 1 — basic poison

Level 5 — serpent venom

Level 11 — wyvern poison

Scribe

Requires proficiency in calligrapher's supplies, investigator's kit*, or cartographer's tools, and the spellcasting ability

After finishing a long rest, you can spend one hour working with your chosen tools to create a spell scroll.

The scroll you create can be any spell you know of a level equal to or lower than your proficiency bonus. Any scroll created this way loses its magical potency if you use this feature again.

Trapmaker

Requires proficiency in tinker's tools or thieves' tools

After finishing a long rest, you can spend one hour working with your chosen tools to create a special trap using materials harvested or found in the field.

These traps can be placed on the ground as an action and take up a 5-foot-by-5-foot square. A creature who investigates the area must succeed on a DC 15 Wisdom (Perception) or Intelligence (Investigation) check in order to see the trap. If a creature steps on the space where a trap is located that creature immediately triggers the trap. You can make any of the traps listed below.

h Ensnaring trap. The triggering creature must make a Dexterity saving throw. On a failed save, it is restrained until it escapes by spending an action to make a strength check

against your trap save DC.

h Spiked trap. The triggering creature must make a Dexterity saving throw. On a failed save, the creature takes 2d6 piercing damage.

h Sonic trap. The trap makes a sound audible out to 300 feet
Starting at 10th level, you can make the following advanced traps.

h Exploding trap. The triggering creature must make a Dexterity saving throw. On a failed save, the creature takes 4d6 fire damage and is knocked prone.

h Poison trap. The triggering creature must make a Constitution saving throw. On a failed save, the creature takes 3d8 poison damage and becomes poisoned until the end of its next turn.

h Gas trap. The triggering creature must make a Wisdom saving throw. On a failed save, the creature is incapacitated until the end of its next turn.

The saving throw DC for your traps equals 8 + your proficiency bonus + your Intelligence or Dexterity modifier (your choice)

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