



PATREON MUNDANE ITEMS

ADDITIONAL ITEM OPTIONS

Though ambitious adventurers quest after magical treasures, most rely on the mundane more than they'd be willing to admit. Such simple items can mean the difference between life and death, and no adventurer worth their salt goes questing without tending to their most basic supplies.

ADDITIONAL ITEMS

Listed here are additional items intended to complement the Adventuring Gear table found on page 150 of the *Player's Handbook*. These items may be purchased during character creation, or they may be found on merchants or as treasure out in the world.

If you are using the *Traders and Merchants* Stronghold Expansion option, found on the DM's Guild, most of these items may be found on one of the merchants it contains. The merchants that sell each item are included here with the item, which may be found on merchants of the listed quality or greater.

PATREON BACKER EXCLUSIVE

The mundane items included here are compiled as an exclusive feature for our Patreon backers of Elite (\$10/mo.) level and above.

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Animal treat. A simple treat that may be fed to a familiar, a beast from the ranger's Animal Companion feature (or similar features), or any other beast in its natural form that regards you as its master. When one of these listed creatures eats this treat, it is considered to have a single point of Inspiration. This creature may use this point of Inspiration to modify a single roll of its choosing, just as a player character would. If the point of Inspiration is unused for an hour, it is expended automatically with no benefit. A creature may only benefit from eating an animal treat once before requiring a long rest to gain this benefit again.

Bandolier. A leather strap that runs across the chest of a humanoid creature, includes points to attach up to five items that may be held in one hand. The wearer of the bandolier may use their choice of either a bonus action or an object interaction to remove an item attached to the bandolier with an unoccupied hand.

Banner. A large flag or banner, nearing 8 feet tall, that can be seen easily when held aloft, even in the midst of battle. May also be affixed to a humanoid's torso with a harness or leather straps, but doing so reduces that

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Item	Cost	Weight	Merchant
Animal treat	2 gp	1/4 lb.	Animals (Good)
Bandolier	5 sp	1 lb.	Thieving supplies (Good)
Banner	5 gp	10 lb.	Furniture and interior decor (Medium)
Bottled lightning	50 gp	1 lb.	Mechanical contraptions (Good)
Bowstring	1 sp	—	Weapons (Poor)
Broom	4 cp	2 lb.	Tools (Poor)
Clothing, heavy	4 gp	8 lb.	High fashion (Poor)
Compass	10 gp	1 lb.	Mechanical contraptions (Medium)
Ear horn	5 gp	1 lb.	Knick-knacks (Medium)
Eyepatch	5 sp	1/4 lb.	High fashion (Medium)
Fan	4 sp	1/2 lb.	High fashion (Medium)
File	2 sp	1/4 lb.	Knick-knacks (Medium)
Firework	50 gp	2 lb.	Mechanical contraptions (Good)
Glue (one ounce pot)	10 gp	1 lb.	Tools (Good)
Hat, wide-brimmed	2 gp	1/2 lb.	High fashion (Good)
Jar	2 gp	1 lb. (full)	Knick-knacks (Poor)
Ladder, extendable (20-foot)	5 sp	50 lb.	Tools (Good)
Ladder, rope	2 gp	25 lb.	Tools (Good)
Monocle	15 gp	1/8 lb.	High fashion (Good)
Peg leg	2 gp	7 lb.	High fashion (Poor)
Pipe, smoking	5 sp	1/2 lb.	Potions, poisons, and herbs (Medium)
Pipeweed (one ounce)	5 cp	1/16 lb.	Potions, poisons, and herbs (Good)
Pole, extendable (20-foot)	2 sp	14 lb.	Knick-knacks (Good)
Scissors	1 sp	1/16 lb.	Tools (Poor)
Spectacles	20 gp	1/8 lb.	High fashion (Good)
Sponge	5 cp	1/8 lb.	Tools (Poor)
Stilts	2 sp	14 lb.	Thieving supplies (Medium)
Sunrod	2 gp	1 lb.	Tools (Good)
Tattoo	1 sp	—	—
Tea leaves (one ounce)	2 cp	1/16 lb.	Potions, poisons, and herbs (Medium)
Tobacco (one ounce)	3 cp	1/16 lb.	Potions, poisons, and herbs (Medium)
Wheel	5 cp	10 lb.	Vehicles and transportation (Poor)

creature's movement speed by 5 feet.

Bottled Lightning. A crackling spark of lightning, contained within a glass bottle. When held, this item casts bright light in a radius of 15 feet, and dim light in a 15 foot radius beyond that. This bottle may also be thrown with the Use an Object action at a creature, object, or solid surface you can see within 20 feet, and shatters on impact. Every creature within a 5 foot radius of where the bottle impacts must make a DC 10 Dexterity saving throw, taking 1d6 lightning damage on a failed save. Objects within this radius take this damage automatically.

Clothing, heavy. A set of a heavy coat, fur-lined boots, gloves, and a warm hat. While wearing these items, you automatically succeed at saving throws made against exhaustion due to cold weather, but have disadvantage on any saving throws made to resist the effects of extremely hot weather.

Compass. A simple steel compass, which always points the way either due north, or to a relatively nearby strong magnetic source.

Ear horn. A portable cone used to enhance hearing. When the small end is pressed against a creature's ear and the large end pressed against a wall no greater than 1 foot thick, the creature has advantage on any checks to

hear noises on the other side of that wall.

Firework. A small rocket that can be lit with the Use an Object action, and which launches at the beginning of the following turn of the creature that lit it. The firework may be aimed with the Use an Object action or the same action used to light it at any point within 120 feet of it that the firework has an unimpeded line towards. When the firework launches, it flies towards the point it is aimed at and explodes either when it reaches that point, or when it strikes a creature or object that is in the line between the firework and its intended destination. Each creature within a 5 foot radius of the firework when it explodes must succeed on a DC 10 Dexterity saving throw or take 1d6 fire damage and be deafened until the start of their next turn. Any flammable objects within 10 feet of the firework when it explodes may begin burning.

Glue. When applied in an even coat on a flat surface, a dose of this glue may be used to affix an item weighing no more than 2 pounds to that surface, if the item is held against the glue for one minute. A DC 10 Strength (Athletics) check can remove a glued object from a surface, but damage to the object or surface may occur. A bottle of glue contains 5 doses.

Hat, wide-brimmed. A creature that wears this large

hat does not take damage from natural sunlight, if sunlight would cause it damage.

Jar. This jar of metal or glass has an airtight lid, and can hold 1 pint of liquid or 1 lb of other material.

Ladder, extendable. Two 10-foot ladders adjoined with metal fasteners. A creature may take the Use an Object action to either extend or retract the ladder, which reaches a maximum height of 20 feet when fully extended.

Ladder, rope. This rope ladder must be attached to a heavy object or solid surface at its top for it to function as intended. The price listed applies to a 10 foot version of this ladder. You may pay this price multiple times to purchase a longer version of this ladder, each additional payment adding an extra 10 foot increment.

Peg leg. Replaces a single functional leg that is missing. A creature using a peg leg has a movement speed 5 feet slower than their original movement speed with natural legs intact.

Pipeweed. A pungent plant that, when smoked in a pipe, puts the creature using it in a relaxed state of awareness. For an hour after use, a creature that has used pipeweed has advantage on Wisdom (Insight) checks, but disadvantage on checks with Wisdom (Perception), Intelligence (Investigation), Charisma (Deception), and on rolls for initiative.

Pole, extendable. Two 10-foot poles conjoined with a metal fastener. These poles may be extended or retracted with the Use an Object action. When extended, the poles reach a combined length of 20 feet.

Stilts. A set of two wooden 15-foot poles, worn on the feet and occupying both hands when used. A creature wearing stilts is considered to be 10 feet above the ground, and may walk at half their normal speed. A creature wearing stilts has disadvantage on all Dexterity (Acrobatics) checks unless they are proficient in Acrobatics. The stilts may be attacked directly, separately from the creature wearing them, and they have an AC of 12, 10 hit points, all the saves of the creature wearing them, and a vulnerability to fire damage. If the stilts are destroyed, the creature wearing them begins falling immediately, taking damage and landing prone from the fall as usual.

Sunrod. When ignited with the Use an Item action, this 2 foot long rod of wood inlaid with a trace amount of gold filament burns with the bright light of the sun. While ignited, the sunrod casts bright light out in a radius of 50 feet, and dim light out 50 feet beyond that. A sunrod does not burn and will not set flammable objects alight, nor is it damaging to creatures harmed by sunlight. A sunrod stays lit for 4 hours once it is used, and the magic that causes it to glow fades permanently after this time.

Tattoo. A one-color, non-magical tattoo that covers up to 6 square inches of skin. Larger tattoos may be purchased by paying for them in 6 square inch increments. Tattoos with multiple colors may also be purchased, but cost 1 gp per 6 square inches. Occasionally, magically animated tattoos may be purchased, in full color and moving silently in prearranged designs. Such animated tattoos cost 1 pp per 6 square inches.

ADDITIONAL TOOLS

Contained in this section are additional sets of artisan's tools, intended as a companion to the tools listed in the *Player's Handbook* on page 154. A character may start with proficiency in one of these sets of tools, should it fit their background, instead of another set provided by that background. If a character swaps a tool proficiency from their background for one of the sets of tools listed here, the character starts with a set of the appropriate tools, instead of the tools they gave up proficiency with.

As with the Additional Items, these tools may be found on merchants from *Traders and Merchants*, of the type and quality (or greater) listed alongside the item.

ADDITIONAL TOOLS

Item	Cost	Weight	Merchant
Archaeologist's tools	20 gp	7 lb.	Tools (Good)
Farmer's tools	1 gp	10 lb.	Tools (Poor)
Fishing tools	1 gp	6 lb.	Tools (Poor)
Fletcher's tools	5 gp	6 lb.	Weapons (Medium)
Locksmith's tools	20 gp	8 lb.	Tools (Medium)
Tea set	50 gp	7 lb.	Furniture and interior decor (Good)

Archaeologist's tools. This kit includes charcoal and paper for creating reliefs, a trowel and fine brush for dusting off discovered artifacts, a book of historical knowledge pertaining to a specific culture, a spool of marked string for measuring distances, and a shovel. Proficiency with these tools allows you to find and safely extract and transport historical artifacts, as well as ascribing a general date or era which they are from, and determining their monetary worth.

Activity	DC
Uncover an artifact worth 5 x 1d10 gp in an ancient location, over a short rest	10
Prepare a fragile item for safe transportation	10
Identify the general meaning of a passage of written text in a language you do not know	20

Farmer's tools. This set of tools includes a farmer's scythe or sickle, a rake, a hoe, a pitchfork, and a wheeled plow. If you are proficient with farmer's tools, you may grow crops during downtime and possess a general knowledge of how crops are grown, what climates are required for each crop, and what the uses are for many distinct farmable crops. Though many of these implements may be used as weapons, proficiency with farmer's tools does not allow you to add your proficiency bonus to attacks made with these tools.

Activity	DC
Identify the general geographic origin of a specific foodstuff, or components thereof	10
Discern what problems are blighting a specific crop or plant	15



Fishing tools. These tools include a fishing rod, line, a tackle box, 10 fishing tackles of some variety, a trusty weathered hat, and a can of bait. If you are proficient with fishing tools, you can use them to catch fish suitable for consumption out of any reasonably populated body of water. You also gain special insight into the biology of fish, what seasons and locations certain fish may be found in, and rumors of rare or elusive fish that would make for impressive catches.

Activity	DC
Catch enough fish for a meal for up to 6 creatures, over 1 hour at a populated water source	10
Locate a specific type of fish	15
Identify issues threatening a specific aquatic ecosystem	15

Fletcher's tools. These tools for making arrows and bolts include a hand plane, a wood carving knife, a small iron hammer and casting mould for arrowheads, a bundle of goose feathers, thread, and glue. Proficiency with these tools allows for the creation of arrows or bolts during downtime, as well as the identification of the origin and make of any arrows or bolts encountered in the world.

Activity	DC
Repair up to 2d10 broken arrows or bolts	10
Identify the origin of a specific arrow or bolt	15

Locksmith's tools. This set of tools includes small hammers, levers, and files, as well as a large locksmith's screw and several casting moulds for intricate mechanisms. If you are proficient with these tools, you can use them to pick (or, often, destroy) a lock, as well as create new locks during downtime and identify the workings of locks or similar mechanisms that you encounter.

Activity	DC
Repair a simple mechanism	10
Pick or destroy a lock	Varies
Disarm a trap	Varies

Tea set. A set of tools and accoutrements for brewing tea and conducting a tea ceremony, including a kettle, tea bowl, portable brazier, wooden box containing 5 different tea varieties, a tea scoop, whisk, candles, and tea cups. Proficiency with this set allows for the ceremonial serving of tea, and gives insight into the brewing of beverages, locating brewable herbs, and understanding cultures and locations based on the beverages they produce.

Activity	DC
Conduct an immaculate tea ceremony	10
Locate brewable herbs	10
Discern cultural information from a beverage	15

CREDITS:

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Fireworks, Hausch Alexander
Tobacco Pipes and a Brazier, Pieter Claesz
The Tea Set, Claude Monet

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