A LITTLE LESS PREP. A LITTLE MORE WONDER.

Tools & kits



Stock a workshop, furnish a traveling artisan or discover a kit that suggests the next solution.

How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Tools & kits	Price / rarity	Quick reminder
01-03	**Alchemist's Supplies**	50 gp	Intelligence; Identify a substance (DC 15), or start a fire (DC 15).
04-06	**Brewer's Supplies**	20 gp	Intelligence; Detect poisoned drink (DC 15), or identify alcohol (DC 10).
07-09	**Calligrapher's Supplies**	10 gp	Dexterity; Write text with impressive flourishes that guard against forgery (DC 15).
10-12	**Carpenter's Tools**	8 gp	Strength; Seal or pry open a door or container (DC 20).
13-15	**Cartographer's Tools**	15 gp	Wisdom; Draft a map of a small area (DC 15).
16-18	**Cobbler's Tools**	5 gp	Dexterity; Modify footwear to give Advantage on the wearer's next Dexterity (Acrobatics) check (DC 10).
19-21	**Cook's Utensils**	1 gp	Wisdom; Improve food's flavor (DC 10), or detect spoiled or poisoned food (DC 15).
22-24	**Disguise Kit**	25 gp	Charisma tool; apply makeup or craft a costume.
25-27	**Forgery Kit**	15 gp	Dexterity tool; imitate handwriting or duplicate wax seals.
28-30	**Gaming Set, Dice**	0.1 gp	Wisdom-based gaming set; spot cheating or play for a win.
31-33	**Gaming Set, Dragonchess**	1 gp	Wisdom; Discern whether someone is cheating (DC 10), or win the game (DC 20).
34-36	**Gaming Set, Playing Cards**	0.5 gp	Wisdom; Discern whether someone is cheating (DC 10), or win the game (DC 20).
37-39	**Gaming Set, Three-Dragon Ante**	1 gp	Wisdom; Discern whether someone is cheating (DC 10), or win the game (DC 20).
40-42	**Glassblower's Tools**	30 gp	Intelligence; Discern what a glass object held in the past 24 hours (DC 15).
43-45	**Herbalism Kit**	5 gp	Intelligence tool; identify plants or craft using the tool rules.
46-48	**Jeweler's Tools**	25 gp	Intelligence; Discern a gem's value (DC 15).
49-51	**Leatherworker's Tools**	5 gp	Dexterity; Add a design to a leather item (DC 10).
52-54	**Mason's Tools**	10 gp	Strength; Chisel a symbol or hole in stone (DC 10).
55-57	**Musical Instrument, Bagpipes**	30 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 2% or 3% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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58-60	**Musical Instrument, Drum**	6 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
61-63	**Musical Instrument, Dulcimer**	25 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
64-66	**Musical Instrument, Flute**	2 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
67-69	**Musical Instrument, Horn**	3 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
70-72	**Musical Instrument, Lute**	35 gp	Charisma instrument; play known tunes or improvise a song.
73-75	**Musical Instrument, Lyre**	30 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
76-78	**Musical Instrument, Pan Flute**	12 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
79-80	**Musical Instrument, Shawm**	2 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
81-82	**Musical Instrument, Viol**	30 gp	Charisma; Play a known tune (DC 10), or improvise a song (DC 15).
83-84	**Navigator's Tools**	25 gp	Wisdom; Plot a course (DC 10), or determine position by stargazing (DC 15).
85-86	**Painter's Supplies**	10 gp	Wisdom; Paint a recognizable image of something you've seen (DC 10).
87-88	**Poisoner's Kit**	50 gp	Intelligence; Detect a poisoned object (DC 10).
89-90	**Potter's Tools**	10 gp	Intelligence; Discern what a ceramic object held in the past 24 hours (DC 15).
91-92	**Smith's Tools**	20 gp	Strength; Pry open a door or container (DC 20).
93-94	**Thieves' Tools**	25 gp	Dexterity tool; pick locks or disarm traps; full checks on card.
95-96	**Tinker's Tools**	50 gp	Dexterity; Assemble a Tiny item composed of scrap, which falls apart in 1 minute (DC 20).
97-98	**Weaver's Tools**	1 gp	Dexterity; Mend a tear in clothing (DC 10), or sew a Tiny design (DC 10).
99-00	**Woodcarver's Tools**	1 gp	Dexterity; Carve a pattern in wood (DC 10).

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