



TINKERING

Tinkering is applying creativity to junk to make new things. Sometimes even useful new things. Ranging from the humble crafts to complex contraptions, tinkering is a broad category that any adventuring party can benefit from.

Oft the purview of peddlers and wanderers, they have a broad skill set and tend to excel at working with limited resources and their wit rather than expensive shopping lists of materials, though many will say they have a bad habit of collecting too much junk with the idea that things can be handy when you would least expect it...

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to tinker up an item in its most basic form:

- Select the item that you would like to craft from any of the Tinkering Crafting Tables.
- Acquire the items listed in the materials column for that item.
- Use your tinker's tools to craft the option using the number of hours listed in the Crafting Time column, or during a long rest using the crafting camp action if the crafting time is 2 hours or less.
- For every 2 hours, make a crafting roll of $1d20 + \text{your Intelligence} + \text{your proficiency bonus with tinker's tools}$.
- On success, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the item is complete. On failure, the crafting time is lost and no

progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL & ABILITY SCORE

Tinkering works using tinker's tools. Attempting to tinker item without these will almost always be made with disadvantage, and proficiency with these allows you to add your proficiency in them to any Tinkering crafting roll.

Most of the time tinkers need only the minimal heat of a basic fire and their tools to work, though any craft that requires an ingot may require a forge at the discretion of the GM.

MATERIALS: PARTS AND SCRAP

Tinkering uses metal scraps, miscellaneous parts (simply referred to as "parts"), and, in cases of making more magically functional things, essences to imbue them with their power. The term "parts" is used to refer to gears, wires, springs, windy bits, screws, nails, and doodads. Parts can be either found or salvaged or forged from metal scraps (or even straight from ingots by a Blacksmith for those that really want to be industrial about it). The exact nature of each item making up this collection is left abstracted.

In addition, metal scraps are collections of salvaged material that generally fall into the category of things "too small to track" which can then be used for the creations of tinkers. In addition to all of this, occasionally tinkers will use ingots... particularly ones of tin (which is their namesake, after all).

Like other crafting branches, there are also named components for more iconic pieces of gear—the stock of a crossbow, for example, or other items. The cost for these items can be found on the common component table, and are generally minor.

Lastly, Tinkerers use essences when constructing things that push beyond the mundane principles of plausibility, crafting magical properties into their inventions.

NAMED COMPONENTS

In almost all cases, named components (such as a “wooden stock” for a crossbow) can be simply abstracted out as a minor cost, but, as always, the level of abstraction is up to the GM.

CRAFTING ROLL

Putting that together means that when you would like to smith an item, your crafting roll is as follows:

Tinkering Modifier = your Tinker’s Tools proficiency bonus + your Intelligence modifier

SUCCESS AND FAILURE

For Tinkering, after you make the crafting roll and succeed, mark your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item). Checks for Tinkering do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

TINKERING SAVING THROW

Some gadgets a Tinkerer creates require a saving throw, the following is the formula for calculating the saving throw. The saving throw is calculated at the time of creation based on the creators attributes and proficiency, and doesn’t change once it is created. A saving throw doesn’t include any expertise or other bonuses a crafter has to the crafting roll.

Tinkering DC = 8 + your Tinker’s Tools proficiency bonus + your Intelligence modifier

ADVENTURING GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Lantern (Bullseye)	3 <i>metal scraps</i> 2 <i>parts</i> 1 <i>glass flask</i>	4 hours	2	DC 11	common	10 gp
Lantern (Hooded)	3 <i>metal scraps</i> 1 <i>parts</i> 1 <i>glass flask</i>	4 hours	2	DC 9	common	5 gp
Lamp	2 <i>metal scraps</i>	4 hours	2	DC 10	common	5 sp
Lock	2 <i>metal scraps</i> 3 <i>parts</i>	8 hours	4	DC 17	common	10 gp
Grappling Hook	1 <i>rope</i> 2 <i>metal scraps</i> 1 <i>parts</i>	2 hours	1	DC 12	common	7 gp
Climber's Kit	10 <i>pitons</i> 50 <i>feet rope</i> 4 <i>parts</i> 1 <i>fancy parts</i>	2 hours	1	DC 12	common	25 gp
Merchant's Scale	1 <i>metal scraps</i> 2 <i>parts</i>	2 hours	1	DC 10	common	5 gp
Tinderbox	1 <i>metal scraps</i> 1 <i>parts</i>	2 hours	1	DC 10	common	2 gp
Spyglass	2 <i>metal scraps</i> 2 <i>fancy parts</i> 5 <i>esoteric parts</i>	12 hours (1.5 days)	6	DC 18	common	1,000 gp
Wind Up Timer	2 <i>metal scraps</i> 1 <i>parts</i>	2 hours	1	DC 12	common	5 gp
Clockwork Toy	2 <i>metal scraps</i> 3 <i>parts</i>	2 hours	1	DC 12	common	10 gp
Pocket Watch	1 <i>metal scraps</i> 3 <i>parts</i> 1 <i>fancy parts</i> 1 <i>esoteric parts</i>	8 hours	4	DC 14	common	150 gp
Underwater Breathing Apparatus	4 <i>metal scraps</i> 3 <i>common primal essence</i> 2 <i>fancy parts</i>	8 hours	4	DC 16	uncommon	300 gp
Drill	2 <i>metal scraps</i> 1 <i>parts</i>	2 hours	1	DC 12	common	5 gp

MISCELLANEOUS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Miscellaneous Parts	5 <i>metal scraps</i>	4 hours	2	DC 12	common	2 gp
Autoloader	2 <i>metal scraps</i> 2 <i>parts</i> 5 <i>fancy parts</i>	8 hours	4	DC 17	uncommon	250 gp

TRAPS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Noise Trap	2 metal scraps 2 parts	2 hours	1	DC 13	common	10 gp
Hunting Trap	4 metal scraps 2 parts	2 hours	1	DC 13	common	10 gp
Trip Wire	2 metal scraps 1 parts	2 hours	1	DC 12	common	5 gp

TOOLS & INSTRUMENTS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Alchemist's Supplies	4 metal scraps 2 fancy parts	8 hours	4	DC 14	common	50 gp
Brewer's Supplies	4 metal scraps 2 fancy parts	6 hours	3	DC 10	common	20 gp
Cartographer's Tools	2 metal scraps 1 parts 1 fancy parts	6 hours	3	DC 13	common	15 gp
Cobbler's Tools	3 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Cook's Utensils	5 metal scraps	4 hours	2	DC 12	common	1 gp
Glassblower's Tools	3 metal scraps 2 fancy parts	6 hours	3	DC 12	common	30 gp
Jeweler's Tools	2 metal scraps 2 fancy parts	4 hours	2	DC 12	common	25 gp
Leatherworker's Tools	4 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Mason's Tools	5 metal scraps 2 parts	6 hours	3	DC 10	common	10 gp
Tinker's Tools	5 metal scraps 3 fancy parts	8 hours	4	DC 12	common	50 gp
Weaver's Tools	4 metal scraps	4 hours	2	DC 12	common	1 gp
Woodcarver's Tools	4 metal scraps	4 hours	2	DC 12	common	1 gp
Navigator's Tools	3 metal scraps 2 parts 1 fancy parts	6 hours	3	DC 12	common	25 gp
Thieves' Tools	4 metal scraps 2 parts 1 fancy parts	6 hours	3	DC 12	common	25 gp
Herbalism Kit	4 metal scraps 1 parts	4 hours	2	DC 12	common	5 gp
Bagpipes	1 tanned leather 2 metal scraps 1 fancy parts	6 hours	3	DC 13	common	30 gp
Horn	4 metal scraps 1 parts	4 hours	2	DC 10	common	4 gp

WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Light Crossbow	1 <i>wooden stock</i> 4 <i>metal scraps</i> 6 <i>parts</i>	4 hours	2	DC 13	common	25 gp
Hand Crossbow	1 <i>wooden stock</i> 4 <i>metal scraps</i> 2 <i>parts</i> 3 <i>fancy parts</i>	8 hours	4	DC 16	common	75 gp
Heavy Crossbow	1 <i>wooden stock</i> 8 <i>metal scraps</i> 6 <i>parts</i> 2 <i>fancy parts</i>	6 hours	3	DC 13	common	50 gp
Ordinary Walking Stick ^{DS}	1 <i>hand crossbow</i> 1 <i>quarterstaff</i> 3 <i>parts</i>	6 hours	3	DC 14	common	120 gp
Lantern Shield ^{DS}	1 <i>shield</i> 1 <i>hooded lantern</i> 1 <i>+1 shortsword</i> 3 <i>esoteric parts</i> 5 <i>fancy parts</i>	16 hours	8	DC 18	very rare	1700 gp
Rapid Fire Crossbow ^{DS}	1 <i>+2 heavy crossbow</i> 1 <i>autoloader</i> 2 <i>fancy parts</i>	8 hours	4	DC 18	very rare	6500 gp

ADVANCED AMMUNITION

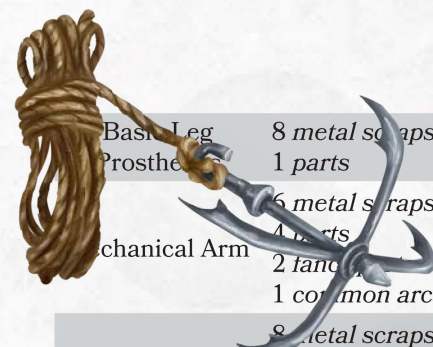
Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Whistling Shot	1 <i>piece of ammunition</i> 2 <i>parts</i>	2 hours	1	DC 12	common	8 gp
Bola Shot	1 <i>piece of ammunition</i> 1 <i>net</i> 2 <i>parts</i>	2 hours	1	DC 14	common	15 gp
Payload Shot	1 <i>piece of ammunition</i> 1 <i>item weighing less than 1 lb.</i> 1 <i>parts</i>	2 hours	1	DC 16	common	35 gp
10 x Propelled Shot	10 <i>pieces of ammunition</i> 1 <i>packet of blasting powder</i> 5 <i>parts</i>	2 hours	1	DC 15	common	80 gp
Spell Shot	1 <i>piece of ammunition</i> 1 <i>fancy parts</i> (a) 1 <i>scroll of fog cloud</i> , or (b) 1 <i>scroll of entangle</i> , or (c) 1 <i>scroll of multishot</i>	2 hours	1	DC 15	uncommon	80 gp
Adaptable Shot	1 <i>piece of ammunition</i> 1 <i>parts</i>	2 hours	1	DC 14	common	13 gp
Bouncing Shot	1 <i>piece of ammunition</i> 1 <i>fancy parts</i>	2 hours	1	DC 15	common	30 gp
Richochet Shot	1 <i>piece of ammunition</i> 1 <i>fancy parts</i>	2 hours	1	DC 16	common	40 gp

MECHANICAL PROSTHETICS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Basic Leg Prosthetics	8 metal scraps 1 parts	4 hours	2	DC 10	common	5 gp
Mechanical Arm	6 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	common	125 gp
Mechanical Leg	8 metal scraps 4 parts 2 fancy parts 1 common arcane essence	8 hours	4	DC 14	common	125 gp
Weaponized Arm	1 one handed melee weapon 8 metal scraps 4 parts 2 fancy parts 1 esoteric parts	8 hours	4	DC 15	common	180 gp
Specialized Mechanical Arm	1 tool of your choice 6 metal scraps 4 fancy parts 1 esoteric parts 1 common arcane essence	8 hours	4	DC 15	uncommon	270 gp
Spring Loaded Leg	8 metal scraps 4 parts 2 esoteric parts 1 common arcane essence	8 hours	4	DC 16	uncommon	300 gp

VEHICLES

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Folding Boat	1 boat (not included in cost) 10 parts 3 esoteric parts 2 uncommon primal essence 1 rare arcane essence	16 hours (2 days)	8	DC 17	Rare	1,800 gp
Folding Cart	1 cart (not included in cost) 10 parts 3 esoteric parts 2 uncommon arcane essence 1 rare arcane essence	16 hours (2 days)	8	DC 15	Rare	1,500 gp



AUTOLOADER*Item, common*

An attachment to crossbows. When equipped, the crossbow no longer has the loading property, though gains a “reload 5” feature, and must be reloaded as an action or a bonus action after firing 5 times.

BASIC LEG PROSTHETIC*Item, common*

A functional replacement leg. While using this in replacement for one of your legs, your speed is reduced by 10 feet and you have disadvantage on Dexterity saving throws and Dexterity (Acrobatics) checks.

CLOCKWORK TOY*Item, common*

This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, Dragon, or Soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes Noises as appropriate to the creature it represents.

BOLA SHOT*Weapon (ammunition), common*

This special piece of ammunition entangles a target it hits. On hit, a Large or smaller target must make a DC 12 Dexterity saving throw, or become restrained, as if by a net.

DRILL*Item, common*

Can make holes in things. Can destroy a lock with a DC of 14 or lower to pick or break with 10 minutes of work.

MECHANICAL ARM*Wondrous item, common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn't require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces.

MECHANICAL LEG*Wondrous item, common*

A functional mechanical leg that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn't require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces.

PROPELLED SHOT*Weapon (ammunition), common*

This is a special shot that contains a dangerous rocket like propellant accelerating it to greater speed and distance. This shot can be fired at a weapon's long range without disadvantage, and does an additional weapon die of damage on hit. However, targets gain twice the bonus to AC from cover against this shot as they are difficult to arc.

WATCH*Item, common*

A small time piece that accurately tracks time. Must be wound up every day or it will cease to track time.

SPRING LOADED LEG*Wondrous item, common (requires attunement)*

A functional mechanical leg that can replace a missing one. While attuned in this way, it functions the same as the limb it replaces. Additionally, it can absorb a great deal of impact when falling and spring to new heights. You can reduce all falling damage by 20 feet, and your jumping distance is doubled. After falling, your jumping distance is further increased by a quarter of the distance fallen.

SPECIALIZED MECHANICAL ARM*Wondrous item, Common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn't require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces. Additionally, this arm can house a tool of your choice.

UNDERWATER BREATHING APPARATUS*Wondrous item, uncommon*

The wearer can breath underwater for up to 1 hour. You can't (intelligibly) speak or perform verbal spell components while wearing this device.

WEAPONIZED ARM*Wondrous item, common*

A functional mechanical arm that can replace a missing one. This works for either a biological creature or a construct. This item follows the rules for attunement, but doesn't require an attunement slot once attuned. While attuned in this way, it functions the same as the limb it replaces. Additionally, this arm can house a one-handed melee weapon of your choice. This weapon can be swapped out as part of a short or long rest.

WINDUP TIMER

Item, common

A small timer that can be set to accurately count down time, up to 4 hours, making a clanging noise at the end of the time.

ADVANCED TIMERS

If players wish to make a timer that does something other than make a noise at the completion, they likely can, but the GM can determine if additional challenge is involved (such as a timer that lights a fuse upon completion).

SPELL SHOT

Item, uncommon

A magically infused arrow. It comes in three different types, based on what kind of magic is infused in it.

- **Fog Cloud.** You can target a creature or a point within the normal range of your weapon with this arrow. This functions as a normal piece of ammunition, but casts fog cloud at the point of impact. The spell lasts 1d4 rounds and doesn't require concentration.
- **Entangle.** You can target a creature or a point within the normal range of your weapon with this arrow. This functions as a normal piece of ammunition, but casts entangle at the point of impact. The spell lasts 1d4 rounds and doesn't require concentration.
- **Multishot.** When you fire this arrow, you cast multishot.

Once the magic effect is discharged by firing it, the magic of the arrow is expended, and it becomes a mundane arrow.

ADAPTABLE SHOT

Item, common

You can select a different damage type for the attack from bludgeoning, piercing, slashing, acid, cold, fire, or lightning when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.

BOUNCING SHOT

Item, common

You can attack a target out of line of sight of with it if you know their location by bouncing it off a surface. They have the benefit of half cover instead of full cover when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.

RICOCHET SHOT

Item, common

If you hit an attack roll with it, you can make another attack roll against another target within 10 feet of the first as part of the same attack when firing this shot.

When you recover this arrow, roll a d6. On a 1, it is broken.

PAYLOAD SHOT

Item, common

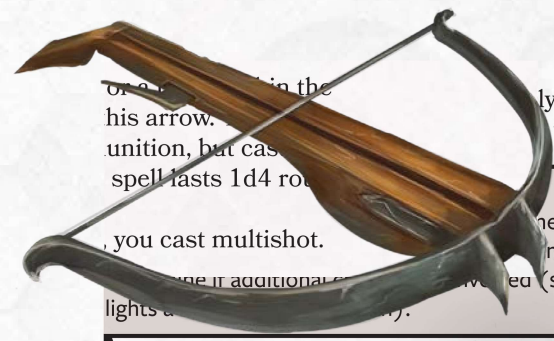
This shot can be fired at half the normal range of the weapon firing it. You can deliver any object less than 2 inches in any dimension weighing less than 2 pounds to a target creature or point within that range.

When you recover this arrow, roll a d6. On a 1, it is broken.

WHISTLING SHOT

Item, common

When fired, this shot emits a shrill whistle that can be heard from up to 500 feet from where it is fired and its target point.



RAPIDFIRE HEAVY
CROSSBOWRAPIDFIRE HEAVY CROSSBOW^{DS}

Weapon (crossbow, heavy), very rare (requires attunement)

This lever-action heavy crossbow is auto-drawing and magazine-fed. A revolving cylinder ringed with magnetic chambers grabs and nocks bolts from the magazine to be fired in rapid succession.

This crossbow lacks the loading property and is fitted with a cartridge that can hold up to twenty crossbow bolts. It automatically reloads after firing until the cartridge runs out of ammunition. Reloading the cartridge takes 1 minute.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you use the Attack action with this crossbow, you can use a bonus action to attack again with it.

Art and Item by Dungeon Strugglers

LANTERN SHIELD^{DS}

Armor (shield), very rare

This bizarre buckler has a lantern, a gauntlet, defensive spikes, and a short sword built into it. You must wear the gauntlet in order to wield it, and it only grants a +1 bonus to AC. The bullseye lantern concealed within the shield casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. The aperture that sheds light through the shield can be opened or closed with a bonus action while wearing the gauntlet, instantly igniting or extinguishing the lantern.

While the lantern is covered and you are attacked in darkness by a creature within 60 feet of you that is also in darkness, you can reveal the light (no action required) to momentarily blind the attacker, imposing disadvantage on the attack. A creature can't be blinded in this way again for 24 hours.

If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to deal 1d4 piercing damage to the attacker with the shield's defensive spikes.

Additionally, the shield has a shortsword built into it that can be wielded while wearing the gauntlet. You can deploy or retract it with a bonus action. You have a +1 bonus to attack and damage rolls with this shortsword and you are proficient with this weapon if you are proficient with shields. Attacks with this weapon are made with disadvantage if you are holding a weapon without the light property, or an object longer than 1 foot or heavier than 5 pounds in your gauntlet hand.

Art and Item by Dungeon Strugglers

LANTERN SHIELD



ORDINARY WALKING STICK

ORDINARY WALKING STICK^{DS}

Weapon (quarterstaff/light crossbow), common

You can use a bonus action to twist the shaft of this quarterstaff and deploy or retract the limbs of a light crossbow built into its head. It is indistinguishable from a walking stick while the limbs are retracted. It functions as a quarterstaff in either mode, however it only functions as a crossbow when the limbs are deployed. This crossbow lacks the loading property and is fitted with an internal magazine that can hold up to six crossbow bolts. It automatically reloads after firing until the magazine runs out of ammunition. Reloading the magazine takes an action. You are proficient with this magical weapon if you are proficient in either light crossbows or quarterstaves.

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