

# ~ Adventurer's Toolkit ~ A New Way to Travel



A New Vehicle  
Option for  
5th Edition.

# ADVENTURER'S TOOLKIT: A NEW WAY TO TRAVEL

*"Gnomes may lack our personality and good looks, but those stubby little bastards know how to build a cart."*

- Darmen Raxmar, Hill Dwarf Adventurer

Travel (often of the long and arduous variety) is an accepted part of adventuring. Although there are many options to make seafaring quests more comfortable and expeditious, land quests are often across terrain too rough and treacherous for even a horse, let alone the carts and wagons used in more urbanized areas of the continent. Luckily for adventurers far and wide, gnomes have a knack for innovation and gut for commerce, so for those willing to invest in their party's protection and comfort, they've created the aptly named adventurer's wagon.

## MODERN MARVEL

Adventurer's wagons are created from rattlewood, which makes them lighter and more durable than traditional wooden wagons, and are equipped with oversized wheels that have been wrapped in softstone, a Dwarven material that not only adds strength to the wheel but provides a smoother and quieter ride than most traditional carts. It has a gnomish suspension system that adapts to rough terrain all while providing the stability needed to stay seated or fire off the odd bolt. A specially treated leather cover and the bows to support it can be released from under the cart with a crank, making the wagon virtually weatherproof and providing some inconspicuous armor against potential volleys of arrows.

The spacious interior contains two retractable benches on each side of the cart that provide adventurers with the option to face outward or inward toward one another. Each side also has footholds to provide added balance against possible attacks, as well as rattlewood shields that can be raised from all sides for added protection. There's enough room to seat six (with armor) and room for them to sleep - four on the floor and two from a hammock suspended from the cover. The bottom contains storage space with enough room for traveling gear and rations and there's more storage space under the driver's bench which can be accessed from a sliding panel in the back and in the built-in water or food barrels on either side of the cart. In addition to the capable adventuring party that the wagon can house, it comes with the added security of expertly crafted locks on the wheels and storage compartments.

## PRIZED POSSESSION

All of these luxuries come at a fairly steep price, so owning an adventurer's wagon is generally out of the question for new groups of adventurers and more often for established crews who spend their time (and money) traveling from quest to quest. Once a party reaches a point in their careers that warrants and allows for the purchase of an adventurer's wagon, it quickly becomes a prized possession for the entire group.



Well-known bands of heroes often emblazon their name or symbol on the side of the wagon, allowing it to herald their arrival as they travel through the realms. Of course, savvy parties don't stop at aesthetic modifications, so it's not uncommon for adventurer's wagons to gain an assortment of mechanical or magical enhancements throughout their lifetimes, either through jury-rigging of the group or through individuals who specialize in those types of customizations.



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## ADVENTURER'S WAGON

Large vehicle (14 ft. by 9 ft.)

AC: 17

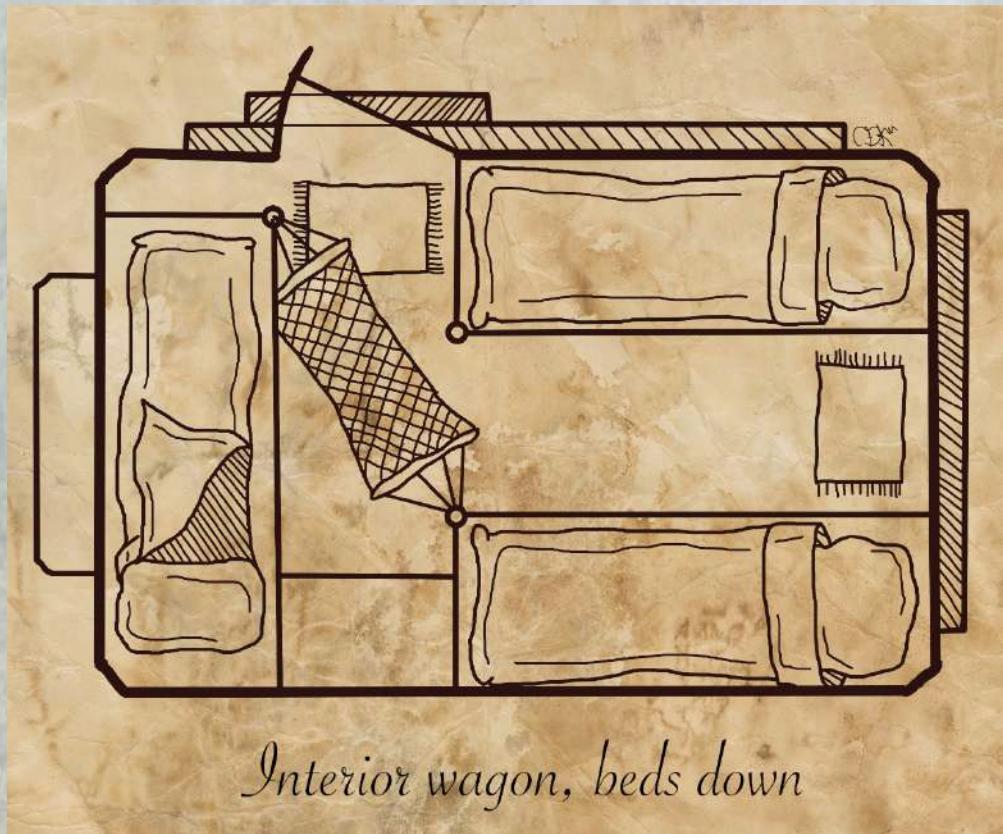
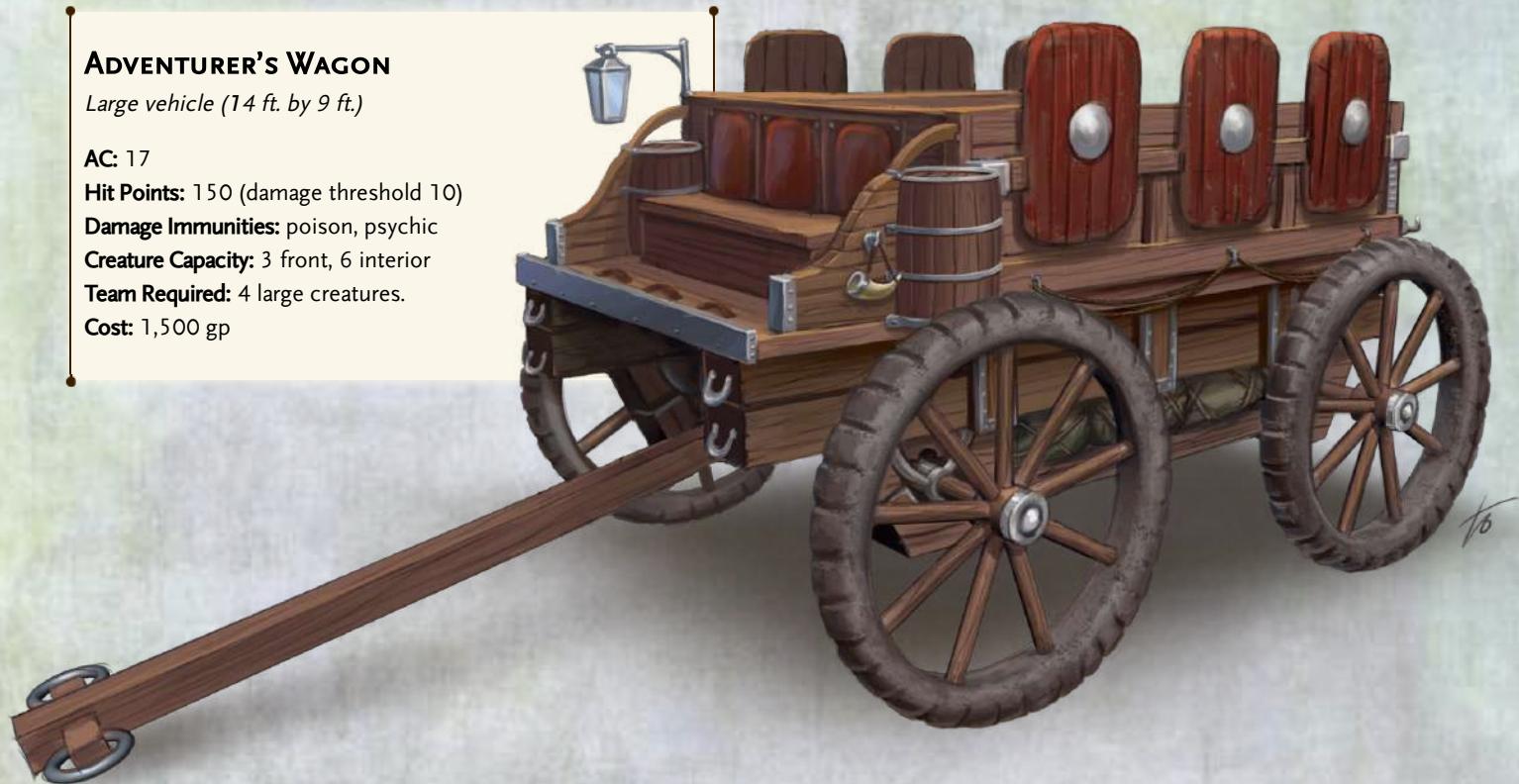
Hit Points: 150 (damage threshold 10)

Damage Immunities: poison, psychic

Creature Capacity: 3 front, 6 interior

Team Required: 4 large creatures.

Cost: 1,500 gp



*Interior wagon, beds down*

*"Adventurer's wagon? What you've got there is a starter, Kid."*

- Gerxa Calror, master wagonsmith.

Once a party has scrimped, saved, or looted enough coin to purchase an adventurer's wagon and experience the height of quest-based luxury for themselves, it won't be long before they'll start to consider ways to make their new traveling home truly their own. But seasoned adventurers know that the best customizations lie far beyond colored canvas and a few coats of paint. Instead, the cannier of crews turn to having their adventurer's wagons professionally enhanced.

The following are mechanical and magical enhancements that can be made to the adventurer's wagon introduced in *Adventurer's Toolkit: Traveling in Style*. As the GM, you will need to determine if or where in your world these sorts of modifications might exist. Feel free to alter rarity, pricing, and anything else to suit your campaign needs as necessary.

## WAGONSMITHS

From the rare master smith found in the heart of bustling cities to the backyard tinkerer offering roadside assistance in near remote hamlets, wagonsmiths can be found all across the continent and with varying degrees of skill. While a truly resourceful party could find assistance nearly anywhere, wagonsmiths are typically based in adventurer's outfitters or equipment suppliers.

As with anything, PCs should expect to pay more for more advanced techniques requiring a higher degree of skill. It's also entirely plausible that a specific enhancement that the PCs had in mind isn't possible to attain using the wagonsmith they've encountered, due to an absence of necessary materials or to the skill level of the smith themself.

### PC WAGONSMITHING

In a pinch, PCs may decide to try their hand at making modifications to their own wagons. GMs are encouraged to enforce or allow this in their own way, though the standard crafting rules for magic items are sufficient.

The following wagonsmiths table represents wagonsmiths that PCs could encounter during their search for this particular service.

Each entry has the NPCs name and a complication that the PCs might encounter while working with them. GMs are encouraged to treat these complications as roleplay and adventure seed opportunities, rather than as hard stops.



**Wagonsmiths Table**

d10	Name	Complication
1	Gerxa Calror	Gerxa refuses to work with a group until they've proven their worth to her.
2	Fallon Marksall	Fallon is very insecure in his skills and refuses to make anything but common enhancements.
3	Lasal Farris	Lasal doesn't have Boarwulve hide.
4	Yeskia Alle	Yeskia won't make hindrance enhancements because of their capability of causing collateral damage.
5	Pimble Down	If asked for Treant Tears, Pimble will make the party leave her shop immediately.
6	Dunn Quillark	Dunn doesn't have the materials for the road spikes enhancement.
7	Ellansiel Verance	Ellansiel prefers to only put his name and work on very stylish adventurer's wagons.
8	Malc Ironside	Malc is an accomplished wagon racer and will provide a free enhancement to any group that can beat his party.
9	Teak Q'rak	Teak is too concerned about their grandmother to work on making enhancements right now.
10	Iriel Salander	Iriel will not work with anyone who has had enhancements made by Ellansiel. He knows why.

## WAGON ENHANCEMENTS

The following are enhancements that PCs can have made to their adventurer's wagon. Although there are several to choose from, this list is by no means exhaustive. GMs are encouraged to create their own enhancements and modifications to fit the specific flavor and vision of their worlds.

### ENHANCEMENT PRICING

Each of the below adventurer wagon enhancements has a suggested cost entry. Some of the entries have two costs associated with them, e.g. 150/20 gp. These secondary costs represent the price of refilling necessary materials. Each purchase supplies enough material for 5 uses of the enhancement.

### DEFENSIVE

Defensive enhancements increase the armament and structural integrity of the adventurer's wagon or allow it greater protection against hindrances and obstacles.

#### BOARWULVE HIDE

*Wagon Enhancement, Defensive, Uncommon*  
Cost: 550 gp

Made from the rough and wiry hide of the western boarwulve, this replaces the standard leather cover of the adventurer's wagon, providing it with an additional 2 to AC.

#### GALLAPUS SCALE SHIELD

*Wagon Enhancement, Defensive, Uncommon*  
Cost: 1000 gp

Constructed from the conjoined scales of the great river Gallapus, this temporary enhancement provides your adventurer's wagon with a higher damage threshold, raising it by 5. This enhancement ends directly after the wagon's threshold is met, but the shield may be repaired up to 3 times for 200 gp.

#### TREANT TEARS

*Wagon Enhancement, Defensive, Uncommon*  
Cost: 2000 gp

A naturally enchanted tincture made from small bits of mature treant, this enhancement increases the structural integrity of the wagon's rattlewood, increasing its hit points by 25.

### HINDRANCE

Hindrance enhancements increase the environmental security of an adventurer's wagon and are especially helpful during chases.

#### OIL CHUTE

*Wagon Enhancement, Hindrance, Common*  
Cost: 150/15 gp

A simple contraption added to the backside of an adventurer's wagon and activated via a lever, the oil chute covers the ground behind the wagon in a 10-foot square. Creatures that enter the area must succeed on a DC 15 Dexterity saving throw or fall prone. Other wagons entering the area must succeed on a DC 15 Dexterity (Vehicles (Land)) check or skid to a complete stop.

#### PHOENIX IGNITER

*Wagon Enhancement, Hindrance, Uncommon*  
Cost: 400 gp

#### Prerequisite: Oil Chute

This gorgeous embellishment acts as an igniter, lighting the oil behind your wagon on fire. After ignition, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area.

#### ROAD SPIKES

*Wagon Enhancement, Hindrance, Common*  
Cost: 250/35 gp

An alternative to the oil chute, this mechanism scatters a specially designed caltrop called road spikes in a 15-foot-square behind the wagon. Creatures or vehicles entering the area must succeed on a DC 15 Dexterity saving throw or they take 3 damage, stop moving, and their speed is halved.

### MOBILITY

Mobility enhancements increase the movement and handling of the adventurer's wagon.

#### BULETTE TEETH

*Wagon Enhancement, Mobility, Common*  
Cost: 350 gp

Named for the notorious burrowing land-shark, this enhancement wraps the softstone wheels of the adventurer's wagon in ground-gripping tread, allowing it to ignore difficult terrain.

#### GLIDER GEARS

*Wagon Enhancement, Mobility, Uncommon*  
Cost: 3200 gp

This complicated mechanical enhancement improves the efficiency and speed of the adventurer's wagon, increasing its travel pace by 5 miles per day.

### OFFENSIVE

Offensive enhancements increase the firepower of the adventurer's wagon, making it much more effective at fighting off creatures, bandits, or other adventurer's wagons.

## **MOUNTED CROSSBOWS**

*Wagon Enhancement, Offensive, Common*

Cost: 500 gp

The most simplistic and widely available enhancement, it consists of mounting 2 heavy crossbows on each side of the wagon. Each mounted crossbow has the same statistics as a standard heavy crossbow and is capable of turning 90 degrees.

## **THE HURLER**

*Wagon Enhancement, Offensive, Uncommon*

Cost: 1000 gp

The Hurler is an offensive enhancement that packs a punch but takes up a lot of space. This small mangonel mounts in the center of the adventurer's wagon, reducing the interior creature capacity by 2. This offensive enhancement is a ranged weapon that deals 3d10 bludgeoning damage.

## **THE MANTICORE**

*Wagon Enhancement, Offensive, Uncommon*

Cost: 1500 gp

This offensive enhancement is as deadly as the creature it's named for. Mounting in the center of the adventurer's wagon, this mini ballista can turn 360 degrees and can fire 3 bolts before needing to reload. Each bolt does 1d10 piercing damage.

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