

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge documents, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool, and to use its more advanced functions. As with skills, tools are not tied to a single ability, representing an area of knowledge and practice. For example, a GM might ask you to make a Dexterity check to carve fine detail with your carpenter's tools, or a Strength check to make something out of particularly hard wood.

Tool proficiency is abstract in nature; it assumes that a character who has proficiency with a tool also has knowledge relating to the profession that uses it and the institutions that provide training in its use. A tool's entry indicates the most common types of knowledge associated with a tool, which the GM can revise based on an individual character's background.

Regular maintenance of the items and supplies included in a set of tools is included in the price of modest or higher lifestyles, though the GM may determine that certain projects incur additional costs. Using tools without paying for their maintenance can negatively impact the outcome of your efforts.

COMPONENTS

Tool kits include numerous items. The components section of a tool's description lists the most common components.

TOOL FUNCTIONS

Tools have endless applications either through their proper function or through unorthodox uses, such that it is impossible to list all their functions. Each tool description includes rules for their most common functions proficiency with a tool confers, though the list is not exhaustive. Additionally, most tools have **advanced** functions that characters might learn to use with the GM's permission.

The GM determines how long it takes to complete a task with tools, what ability check is required (if any), and sets the DC for the task using the Typical Difficulty Classes table in chapter 7, "Using Ability Scores". Many tool functions involve a series of complex activities rather than singular tasks, and therefore spells that grant temporary benefits to ability checks, such as *guidance*, may not meaningfully influence the outcome of the roll.

Many tools require a proper workspace to use to their full extent. Your proficiency with smith's tools can help you identify a broken sword's dwarvish provenance, but you can't simply sit down in the corner of an empty cave and repair it without access to a forge. Likewise, you can throw a vial of alchemist's fire you had previously crafted, but the delicate operations involved in using alchemist's supplies to make another vial would be impossible to perform on the back of a moving horse.

EQUIPMENT PRICES

The equipment in this document uses revised currency rules intended to be more reflective of pre-modern economies and to make coins other than gold worth tracking.

In brief, there are 12 copper coins (c) in a silver coin (s), and 20 silver coins in a gold coin (g). One copper (1c) will buy a gallon of ale, two dozen eggs, or a night at a typical inn. One silver (1s) will buy a woodcutting axe, a plain lantern, or a sheep. One gold (1g) will buy a good sword, a breastplate, or a draught horse.

SKILL-TOOL SYNERGY

When a character's proficiency bonus would reasonably apply to an ability check from training in both a skill and a tool, the character can gain a +2 bonus to the ability check. For example, someone with proficiency in both History and smith's tools would likely receive this bonus when attempting to deduce the provenance of an old sword. The GM determines if this bonus applies.

ALCHEMIST'S SUPPLIES

The applications of alchemist's supplies are endless, including the creation of ink, glue, solvent, and oil, as well as more advanced substances or items like alchemist's fire and glowstones. Proficiency with alchemist's supplies encompasses an advanced knowledge of the qualities of different substances, including magical substances, as well as a rigorous understanding of chemical processes.

Components. Alchemist's supplies include glass beakers of varying shapes, metal fumes to hold the beakers in place, a glass stirring rod, a mortar and pestle, and a pouch of assorted alchemical ingredients.

Acid, Basic. You can create a vial of acid out of special ingredients worth 1s. Creating an acid takes 1 hour. As an action, a creature can splash the contents of the vial onto a creature within 5 feet of them or throw the vial up to 20 feet, shattering it on impact. In either case, the creature makes a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Antitoxin. You can create a substance to neutralize toxins in a creature's system. A creature that drinks a vial of antitoxin gains advantage on saving throws against poison for 1 hour. Antitoxin confers no benefit to undead or constructs.

Potion of Healing. You can expend magical ingredients worth 1s to create a rejuvenating draught that restores vitality and mends minor injuries. A creature that drinks this magical fluid regains 2d4 + 2 hit points. This potion confers no benefit to undead or constructs.

ADVANCED ALCHEMY

At the GM's discretion, you can learn how to create advanced alchemical products using rare and expensive ingredients. The recipes are often closely guarded secrets of arcane circles and master alchemists, and the availability of the ingredients is difficult to predict. The rare ingredients required by these recipes weigh 1 ounce per 1s.

If an alchemical creation would force a creature to make a saving throw, the DC for the save is 8 + your proficiency bonus + your Intelligence modifier.

Crafting one of these products takes 8 hours and requires at least 1s worth of rare ingredients.

Acid, Advanced. You can create a vial of acid from ingredients you have on hand or that are available for purchase. Make an Intelligence (alchemist's supplies) check and consult the Acid Potency table; a result of 9 or lower produces a basic acid. Depending on what ingredients are available, the GM may choose to impose a maximum result for this check. An advanced acid is used in the same way as a basic acid.

ACID POTENCY

Check Result	Acid Damage	Material Cost
10–14	4d6	1g
15–19	6d6	2g
20–24	8d6	5g
25 or higher	10d6	10g

Alchemist's Fire. You can prepare a flask of sticky, adhesive fluid that ignites upon contact with air and produces flames that water can't quench. As an action, a creature can throw this flask up to 20 feet, shattering it on impact. The creature makes a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Glowstone. You can craft a fist-sized, white crystal that illuminates the area around it when activated, requiring the wielder's action. The light has a blueish tinge and can't be quenched by wind or water, though it can be covered or hidden. It requires no fuel and gives off no heat. Once activated, a glowstone casts bright light in a 30-foot radius and dim light for an additional 30 feet for 6 hours, after which time it crumbles to dust. More advanced glowstones that last indefinitely are created by master artisans among the dwarves, elves, and gnomes.

Oil of Resistance. You can prepare a special oil that, when applied to a creature, offers it protection from a certain element. Each oil protects against one element chosen when the oil is created—acid, cold, fire, or lightning. A creature to which the oil has been applied has resistance to the first instance of that damage it takes in the next 1 hour.

Potion of Healing, Advanced. You can create a more potent potion of healing from ingredients you have on hand or that are available for purchase. Make an Intelligence (alchemist's supplies) check and consult the Potion Potency table to determine the final result; a result of 9 or lower produces a basic healing potion. More expensive ingredients allow for the chance of a more potent potion to be created. Depending on what ingredients are available, the GM may choose to impose a maximum result for this check. Alternatively, if you have two potions of the same potency, you can combine them to create a single potion of the next highest potency (no check required).

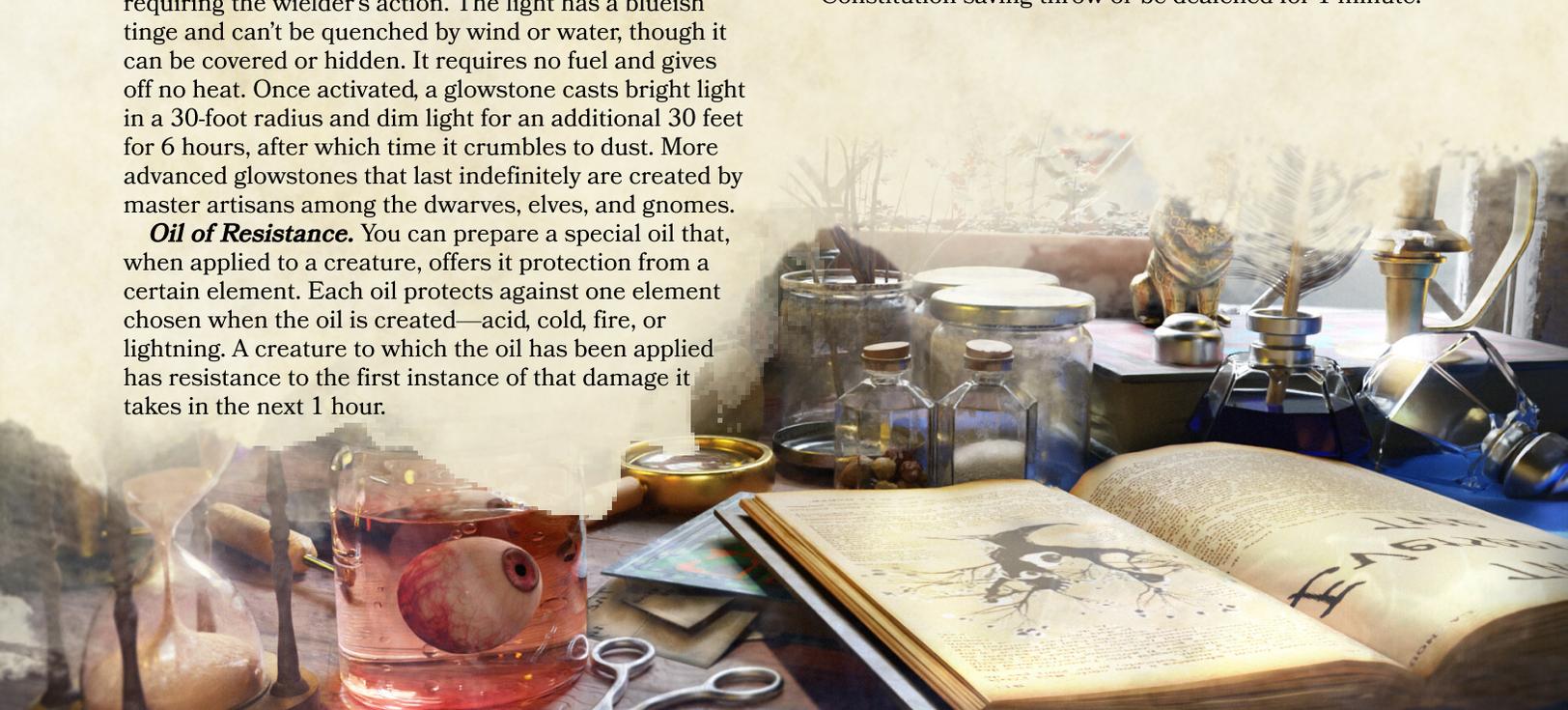
An advanced potion of healing takes 8 hours to create, including if you create it by mixing two other potions together.

POTION POTENCY

Check Result	HP Restored	Material Cost
10–14	4d4 + 4	1g
15–19	6d4 + 6	2g
20–24	8d4 + 8	5g
25 or higher	10d4 + 20	10g

Smokestick. You can craft a handheld wooden stick that can be broken to release a cloud of obscuring smoke. As an action, a creature can activate a smokestick by breaking it or throwing it up to 20 feet, causing it to break upon impact. When the smokestick breaks, thick smoke rapidly fills the air in a 5-foot-radius sphere, causing the area to be heavily obscured for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. The smoke doesn't interfere with breathing.

Thunderstone. You can craft a fist-sized stone that can be broken to release a deafening peal of thunder. A creature can activate a thunderstone by striking it or throwing it up to 20 feet, causing it to activate upon impact. When the thunderstone is activated, it emits a thunderous boom audible out to 300 feet. Creatures within 10 feet of the point of origin must succeed a Constitution saving throw or be deafened for 1 minute.



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