



#05 - Tools of Quality

Special Mundane Tool Qualities

Written by: Ismael Alvarez **Layout and Design by:** Troy Daniels and Rick Hershey

Open Content: Subject to designation as Product Identity (see below), the only portion of this Fat Goblin Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the SRD) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Fat Goblin Games, Expanded Options Logo, the Fat Goblin Games Logo, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Wizards of the Coast. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.



INTRODUCTION

The reliance on mundane equipment in 5th edition fantasy games is more important than ever. Magical items are rare, and most characters rely on unenchanted equipment for a large portion of their adventuring career. As such, there exists a gap between mundane items and magical equivalents. In the past, this gap was filled with higher quality items, but the 5th edition fantasy rules choose not to include rules for such items.

A simple +1 bonus to various statistics is not enough, as the current edition has shifted away from throwing a numeric bonus at something to solve a problem or fill a niche. Instead, this product presents you with a dynamic system for items of higher quality that feel like magic without actually doing anything supernatural. Swing an expertly balanced ancestral sword forged by a race synonymous with quality craftsmanship. Use disposable artisan quality tools to improve your success rate. Wear excellent accessories that highlight your ability to smooth talk and impress. These are not items of magic, but of equipment of quality!

EQUIPMENT OF QUALITY

Quality tools, masterfully constructed either by sheer accident or by painstaking design, are the focus of this article. Such an item, while not better numerically, offers an advantage over other items in some way. Most quality tools are in all ways improved, suffering no setbacks. Others are in some way diminished, usually by being brittle or less reliable after many uses. In either case, the tools in question offer a fantastical advantage that is not inherently magical, or perhaps offers only a hint of magic. Interestingly, these amazing items are sometimes predisposed to become magical, and are items of legend nonetheless.

HOW QUALITY TOOLS ARE MADE

There are two distinct methods for the creation of a quality item. First, an accident or intentional design can result in an artisan quality item. Such a result can come from experimentation or the opus of an ancient artisan. These items are painstakingly crafted, at times made with the finest materials, or imbued with strange reagents that draw on ambient supernatural forces.

Normally, any crafted item has a 5% chance of being crafted as a quality tool. A roll is made at the end of the crafting, with a artisan quality item resulting if the roll results in an unmodified 20. If a crafting roll is required, then simply allow any natural 20 results to produce a artisan quality item. Use the example item qualities below as a guideline to determine the qualities of your item.

Intentionally crafting a quality tool would require more

rigorous conditions, and require a special blueprint to create. Such blueprints are an excellent item to find in a treasure hoard. The tool would take twice as long to craft as normal, and cost a minimum of 100 gp or more depending on the intended qualities of the tool. Again, discussions are encouraged between the game master and player to determine qualities that either match the examples below, or suit the specifics of your campaign.

A more esoteric means of creating quality items is through heroism. Tools or keepsakes belonging to storied heroes may themselves gain a fantastic quality, even if they are not themselves inherently magical. Many of these tools are handed down by history, stored in dark dungeons, or guarded by proud museum docents. However, it is possible for these abilities to manifest in the hands of a true hero, thus cementing that heroes legend in a very tangible way.

There are no hard and fast rules for the spontaneous creation of a quality tool, but a GM may feel like your players accomplished an especially significant event, such as besting a dangerous foe, or saving the lives of many people. Such events may organically lead to the hero's equipment transforming into something unique without involving chance; a GM may simply decide that a feat of heroism is deserving of a reward.

Alternately, an exceptional dice roll is a potential catalyst for an tool gaining an extraordinary quality. If the player uses the tool and rolls a relevant check with advantage, and both dice result in a 20, such a fortuitous event could cause the tool to develop into something amazing.

Ultimately, as with any house rule, you are free to handle the creation of such items any way you wish. Quality tools are meant to occupy the lower levels of treasure without making magic items common and less special. If you as a GM decide that these tools simply cannot be crafted, and are instead items of a bygone era, or if you would rather use them sparingly or not at all, the choice is always yours.

QUALITY EQUIPMENT

IMPRESSIVE TOOLS, 250-500 GP, -- LB.

An impressive tool is one that is so grandiose that it grants the user a recognition within society. Whether a painter's brush with rare and utile bristles or a finely made lute that resounds with exquisite acoustics, these items help talented people to perform amazing feats that garner fame and fortune. This ability does not apply to tools that craft items meant for general use, but does apply to items meant to be experienced as works of art.

You must present your work to a small group of no more than 100 people, either through performance or exhibition.

Selling Quality Tools

More so than weapons and armor of quality, tools and instructional manual have a greater potential for showing up at a shop or market in larger cities. These high quality items do not offer the same combat advantage as an improved weapon or armor. Feel free to let your players use their hard earned money to purchase an artisan lute, or an instructional manual. Ensure that the supplies are limited, and make it known that these items are usually in very high demand.

This edition of "Items of Quality" explicitly adds suggested prices to help you gauge the market value of such items, but feel free to raise or lower the price as appropriate in your campaign. After all, a genius violin maker might command astronomical prices for such beloved instruments, and a maker of fine thieves tools might not only be hard to find, but harder to barter with.

For the next 24 hours, you gain advantage on Charisma checks with those people, as long as they are friendly or indifferent towards you.

Example: Abelard's Quality Pans, Artisan Cook's Utensils- These finely crafted cooking pans were created by the master crafter, Abelard. He devised a number of items that facilitated the infusion of spices and flavorings into his favorite dishes, and gave them to his servants. Soon, rumors of this new culinary method began to spread, but the secret of the items construction died with Abelard. Though he had been commissioned by kings to create a select few sets for royal families and merchant princes, the remaining sets are highly sought after by culinary masters the world over.

For 24 hours, the chef and host gain advantage on social rolls when dealing with friendly or indifferent people who have consumed a meal made with these tools.

EFFICIENT TOOLS, +300-600 GP, -- LB.

Efficient tools are rather simple in function; they reduce the amount of time it takes to create a physical work. This could be a work of art such as a sculpture, or a manufactured good, such as a piece of wooden furniture. The efficient tool works through experimental techniques, super refined tools, or simply some innovative method to make the work go faster, and assists the crafter in achieving his goal in less time.

With these tools, you multiply the amount of progress you make by your proficiency bonus, provided that you are proficient with this tool. You must still pay half of these costs each day that you spend crafting. Most efficient tools must

Quality Equipment Table

Table- Quality Item/ Traits	Price/ Suggested Increase*	Weight**
Artisan Tools	+250-500 gp	--
Efficient Tools	+300-600 gp	--
Instructional Literature, per volume	50 gp	2 lbs.
Instructional Literature, full set	500-100 gp	12 lbs.
Master Tools	+500 gp	--
Master Tools, restock	50 gp	varies (usually 1 lb.)
Portable Toolkit	+100 gp	.2 lbs
Portable Master Toolkit	+750 gp	2 lbs

* This is the price, added to the normal price for that tool, suggested if the item is for sale.

** The weight of a given tool quality could in theory go up or down, but by default consider the weight the same. Portable Master Toolkits are meant to be made small and easily hidden, and as such are assigned a base weight.

be maintained to retain this property, a process requiring 10 days of work, and 150-300 gold.

Example: Silthy Alethy's Famous Smith Tools, Efficient Smith's Tools- Sharon, an elven smith of great renown, was known for traveling to remote areas and arming people against incursions of monsters or invading armies. Some call her an urban legend, while others call her a saint, doing the work of the gods to protect the innocent. While her actual identity and existence may be in doubt, there is at least one piece of evidence that seems to lend credence to the myth. There exist a set of tools emblazoned with Elvish, bearing a monogram which may be for Silthy Alethy. These tools, when used by a skilled hand, can help a smith craft with great alacrity. However, these amazing tools are held in the hands of a wealthy human collector obsessed with elven relics.

INSTRUCTIONAL LITERATURE, 50 GP PER VOLUME, 500-1000 GP FOR FULL SET, 2 LB PER VOLUME, 12 LB FOR FULL SET

Certain amazing works of print can instruct readers in various skills and the use of tools. Such works are normally annotated, and hand written, and include various diagrams that can impart the knowledge of such skills. Though these instructional methods do not preclude mass printing, the works themselves usually span volumes, and can require hundreds of hours of study, hard work and dedication to render any increase in skill, making such mass printings an

expensive and relatively thankless endeavor. This fact alone has kept such books as rare curiosities, fit only for those willing to learn in this self driven fashion.

Any such set of books come in 6 volumes. Each volume requires 42 days of downtime to study. After spending that time in study, you gain a +1 to the relevant skill check or tool use per volume studied. Successive volumes increase this bonus, up to your normal proficiency bonus, though you are not yet considered proficient in the skill. If a specific skill or tool use requires full proficiency to be attempted, your GM may ask you to make the roll with disadvantage, though you would still add the bonuses provided by the number of volumes read, and the relevant ability score modifier. Once you have spent a total of 252 days studying all 6 volumes, you are considered fully proficient. At that point, your normal proficiency bonus completely and explicitly replaces the bonuses previously granted by the books.

Each volume is worth approximately 50 gold, but a full set can command amazing prices. The books must be read in order to have any effect, and the first volume is necessary for the learning process to begin.

Example: Cedric's Guide to Calligraphy- These volumes, penned with beautiful flourished letters, instructs a user in the use of calligrapher's supplies. Though the writing can be slow and ponderous, and the calligraphy exercises can be repetitive, painful and precise, the teaching method is effective at making the student into a master calligrapher, provided they do exactly as the text demands. The final task required for mastery is to precisely transcribe the entire first volume. The final volume, by contrast, is a treatise on the use of rare inks, and as such is much harder to recreate.

MASTER TOOLS, +500 GP, -- LB.

Master tools, much like efficient tools, grant a direct advantage to the user. They are made of exquisitely rare materials, are weighted for ease of use, or are especially efficacious at the task. This quality is meant more for tools that facilitate an action than for tools that craft a physical item.

When using these tool, you have advantage on relevant ability checks to use the tools. Due to the nature of these specialized tools, they lose the property after a single use, but can either be restocked or reconditioned to grant the bonus again for 50 gp. The kind of supplies needed to return the tools to prime condition can usually be found in large population centers. It can sometimes be necessary to parlay with a crafter's guild to obtain such supplies.

Example: Franolo's Fanciful Forgery Kit (Master Forgery Kit)- This special forgery kit was made by a master thief, Franolo, who would make use of various outfits and disguises to sneak directly past guards rather than to

attempt being unseen. As such, he regularly had to forge various documents to prove his felonious facade. His forgery kit, the only thing authorities were able to detain, has been since stolen and handed down to various other thieves who have proven worthy of its incredible legacy. The forgery kit contains special supplies that can quickly match special documents used throughout various kingdoms. When a certain symbols or rare material is needed, certain reagents or one use molding clays can be used to replicate them, but such items are fragile and must be replaced after each use.

PORTABLE TOOLKIT, +100 GP, .2 LBS

The portable toolkit is something that many experts and specialists swear upon. These tools are meant as a quick and dirty means to achieve a minor goal, and are unsuitable for prolonged use. While such tools could in theory be meant for crafting physical items, the utility of such an item would make it impractical. A portable toolkit is a small and fragile alternative to a normal toolkit. It is generally too impractical for repeated use, and is meant for a single task, or a short term solution. Many are even meant to disintegrate or break apart to avoid revealing trade secrets or damning evidence.

A portable toolkit allows you to either make an ability check with a tool one time, craft one small item, or perform an action for a short period of time (no more than an hour), depending on the item.

Example: Denaldo's Disposable Disguise Kit (Portable Disguise Kit)- Denaldo the Rusemaster was not so much a thief as he was a con man, drawing money from the gullible and wealthy that he would routinely target. On more than one occasion, Denaldo would find himself detained without access to his normal retinue of disguises. As such, he would fall back on a single disguise, normally rotated out to avoid repetition at a critical moment. Frequent disguises included "old infirm man", "pensive sweaty man", and "traveling knick knack salesman", which generally insured that pursuers would leave Denaldo alone until he could easily dispose of the makeshift disguise and make his getaway.

EXPANDED OPTIONS EXPLAINED

Expanded Options are not rules supplements nor are they full on books about a certain subject. They present a set of rules, an idea, a concept for game masters and their players to explore. Hopefully they expand your game, broaden some horizons, and get people to think around the gaming table!

Interested in seeing what else **Fat Goblin Games** puts out that might help your **5th Edition DUNGEONS & DRAGONS Roleplaying Game**? Check us out online at our website or your favorite retailer!

Website - www.fatgoblingames.com

RPGNow - [The Open Gaming Store](http://TheOpenGamingStore.com) - Paizo.com



About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on [Facebook](#), follow us on [Twitter](#) and check out our website at fatgoblingames.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark

in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.