Tinker's Tools

Your set of tools maybe dirty and grimy, your blueprints smudged up, but that's never stopped you from creating wonderful and magnificent creations! Using the by-product of rune crafting, a strange blue liquid known as, Miasma, you are able to power your equipment.

Tinker's Tools

The following text replaces the text found on pg. 85 of Xanathar's Guide to Everything

Tinker's Tools include a variety of hand tools, saws, screwdrivers, wrenches, small oil dropper, rubber tubing and other strange gadgets. Proficiency with this tool lets you add your proficiency bonus to any Tinker's Tools (Dexterity) checks you make for your gadgets. Certain tasks may require you to use your Intelligence instead of your Dexterity, per the DM's discretion.

Tinker's Tools weigh 10 lbs and cost 50 gp.

Miasma

When creating new gadgets and problem solvers, you power these creations by a strange liquid gas known as Miasma. This is a by-product of the new rune stones being mined in the Elemental Chaos and has the chance to not only explode but to cover you in a poisonous gas that strangles and suffocates the very pores of your body. Many have called it a painful way to die.

This blueish liquid can be bought from the Tinker's Guild for 15 gp for 1 vial. This vial can then be used to power your equipment for a certain amount of time as decided by the equipment. To remove an old vial from a gadget, you must spend an action to carefully remove it, and then, very carefully, spend another action to insert the new vial. If you mishandle or crack the vial holding the miasma, you may suffer a painful death.

Variant: Exploding Miasma

If you want a mechanical effect associated for mishandled miasma, a character may throw the vial of miasma. A miasma vial has a range of 30 ft, and it explodes in a 5 ft diameter sphere and all creatures in that area must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute, they can repeat this save at the end of their turn. If you throw more than one miasma vial at the same time, it increases the amount of fire damage by 1d4 up to a maximum of 10d4 fire damage.

Gadgets

With your tools, you have the ability to create problem solving gadgets to help you on your adventures, or just to make your life easier. These gadgets are restricted to solving problems in the world, and are not meant to harm your opponents. These gadgets can be anything from gills, to allow you to breathe underwater for a limited time, to a pair of wings to help you fly for a bit.

After each use, your gadget has been put under strain and may suffer from a Malfunction or even a Catastrophic Failure. To determine what strain your gadget has gone through, after each use of the gadget and no matter how long, you must roll a Tinker's Check (Dexterity) against the Malfunction DC of the gadget. If your check is below the DC, it suffers a Malfunction and this device is not usable until you take a short rest to repair it, no check required. If you fail the check by 5 or more, your gadget suffers a Catastrophic Failure and will need to be repaired. To repair your gadget, you will need to spend half the Downtime Days and Gold cost.

A gadget is designed to only work on one person, in most cases that is you, but you can create a gadget for someone else, but they would be the only ones to use it and your Tinker's check has disadvantage when figuring out if the item has a Malfunction as people never treat your gadgets with the care it deserves.

Workshops

While most tinkers have workshops, most gadgets don't require one unless they are so big that it makes it impossible to travel with them. This is per DM discretion.

Crafting a Gadget

While most crafters already have blueprints or plans to work off of, you are a brave explorer into the world of gadgetry. You mostly work off of a vision in your head, and attempt the impossible. When crafting your gadget, you must find your raw parts, abstracted into the gold cost of the gadget, spend the necessary Downtime Days and at the end of each Downtime Day make a Tinker's Check to determine what progress you made for that day.

When you are attempting to build something after you have your blueprints, you will make a Tinker's Check at the end of your Downtime Day, you must meet or exceed the DC of the item you are crafting. If you fail your check, you suffer a delay and lose one day of progress and gold. If you fail the check by 5 or more, you suffer a major delay and lose two days, if applicable, of progress and gold.

The DC is determined by how complicated the job is to put together, if the item has very few moving parts, the DC will be lower, if there are many, than the DC will be higher.

Creating New Gadgets

It's hard trying to figure out how something new would work. To do so, you must spend a Downtime Day working on your blueprints and then make a Tinker's Tools check, using Intellige. The DC is set by how difficult and how much power that gadget may requires and is the Complexity/Power DC. When you are drawing up your blueprints, there are no gold costs for this day. On a failure, you make no progress for this day and must spend another day creating a set of blueprints.

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Complexity

The Complexity/Power Requirements of a gadget are based off of spells or spell like abilities that are comparable to what you are trying to create (or as close to as possible). If you are trying to create gills for yourself, that is close to the spell Water Breathing which is a 3rd level spell. For every 3 levels that a comparable spell is, it requires more Complexity and Power Requirements.

The DC for creating a gadget is subject to change if it is highly Complex or requires a lot of Power. For an example, mechanical wings are comparable to a level 3 spell like Fly but have a higher DC because it uses more power than gills. This is up to DM discretion.

<table>
<thead>
<tr>
<th>Complexity / Power Requirements</th>
<th>DC</th>
<th>Spell Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple / Low</td>
<td>15</td>
<td>1 - 3</td>
</tr>
<tr>
<td>Mild / Mid</td>
<td>20</td>
<td>4 - 6</td>
</tr>
<tr>
<td>Complex / High</td>
<td>25</td>
<td>7 - 9</td>
</tr>
</tbody>
</table>

While spell level and comparable spells are used to determine a DC, instead of creating a magical effect, you are creating a mechanical effect and thus your equipment will work inside of an Anti-Magic Field.

You may also find gadgets and blueprints out in the wild you wish to experiment with. When figuring out how they work, you have advantage on your Tinker’s Tools check on creating a blueprint, though this destroy the item on the first day of work.

Examples Gadgets

<table>
<thead>
<tr>
<th>Gadget</th>
<th>C / P</th>
<th>DC</th>
<th>Days</th>
<th>Gold / Day</th>
<th>Craft DC</th>
<th>Miasma Duration</th>
<th>Malfunction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gills</td>
<td>15</td>
<td>3</td>
<td>5 gp</td>
<td>13</td>
<td>1 Hour</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>Wings</td>
<td>20</td>
<td>6</td>
<td>7 gp</td>
<td>16</td>
<td>10 Minutes</td>
<td>20</td>
<td></td>
</tr>
</tbody>
</table>

Mechanical Vs. Non-Mechanical

Some gadgets aren’t mechanical in nature, and don’t require a power source like a Silencer for a pistol. These items are still created using the above rules, but will have the Prerequisite: Does not require Miasma. This means you do not have to buy vials of miasma for them to function.

Some items may need other consumables to function, even if they don’t need Miasma. If that is the case, than it will specify under the Special tag.

Gills

Breathing underwater is so much easier if you have something that does it for you, and gives you that sweet, delicious air.

| Complexity / Power DC: 15 (Intelligence) |
| Downtime Days to Craft: 3 |
| Cost per Day: 5 gp |
| Materials Needed: Rubber, Metal |
| Craft DC: 13 (Dexterity) |
| Miasma Duration: 1 Hour per Vial |
| Malfunction DC: 15 |

Effect: This devices allows you to breathe under water, so long as no magical effect is stopping it. This does not purify the water you are breathing, so if it is laden with poison or salt, you will suffer the affects, like Salt making your thirstier than normal.

Wings

Strapping a backpack to your back never looked so cool, especially when you have some huge wings on the back and killer goggles.

| Complexity / Power DC: 20 (Intelligence) |
| Downtime Days to Craft: 6 |
| Cost per Day: 7 gp |
| Materials Needed: Cloth, Metal, Wood |
| Craft DC: 16 (Dexterity) |
| Miasma Duration: 10 Minutes per Vial |
| Malfunction DC: 20 |
| Catastrophic Failure DC: 15 (3 Days & 21 gp) |

Effect: This devices allows you to fly up to 50 feet up in the sky. Upon losing power, it will glide to the ground and deposit you safely on the ground, unless you suffer a Malfunction up in the air. It can only hold you and half your maximum carrying capacity.

Night Goggles

By putting on your high powered goggles, you can see into the dark as if you always had darkvision.

| Complexity / Power DC: 15 (Intelligence) |
| Downtime Days to Craft: 2 |
| Cost per Day: 5 gp |
| Materials Needed: Glass, Metal, Wood |
| Craft DC: 13 (Dexterity) |
| Miasma Duration: 1 Hour per Vial |
| Malfunction DC: 15 |
| Catastrophic Failure DC: 10 (1 Day & 5 gp) |

Effect: This devices allows you to see in the dark up to 30 feet away from you as if you had darkvision. It has no effect on magical darkness. While on, your goggles give of a dim green glow for 15 feet from you. If the device suffers a Malfunction while you are wearing it, it short circuits and your eyes are blasted by a bright white light. This effect impairs your vision for 1 hour, giving you disadvantage on any checks that require sight.
Silencer (Pistol)

**Does not require Miasma.** Screwing on this strange tube like shape, you are able to suppress the noise of a Pistol designed for it. This item can not be transfered from Pistols to Pistols.

**Complexity / Power DC:** 15 (Intelligence)
**Downtime Days to Craft:** 1
**Cost per Day:** 7 gp
**Materials Needed:** Metal
**Craft DC:** 13 (Dexterity)

**Special:** Requires sub-sonic rounds. See below.

**Malfunction DC:** On an attack roll when you roll a 2 and using sub-sonic rounds.

**Catastrophic Failure DC:** On an attack roll when you roll a 1 and using sub-sonic rounds. (1 Day & 3 gp 5 sp)

**Effect:** This device allows you to suppress the noise of a Pistol specifically built for it. As an action, you can apply the Silencer to the Pistol, and firing sub-sonic rounds, greatly reduce the noise of your Pistol. This allows you to fire the Pistol without alerting creatures outside of 100 feet from you.

Sub-Sonic Rounds (Pistol)

**Does not require Miasma.** When used with a Silencer (Pistol), you can suppress the sound of your bullet shots.

**Complexity / Power DC:** 15 (Intelligence)
**Downtime Days to Craft:** 1
**Cost per Day:** 45 gp
**Materials Needed:** Metal
**Craft DC:** 13 (Dexterity)

**Special:** Creates 30 Sub-Sonic Rounds. Requires Silencer (Pistol). See above.

**Malfunction DC:** On an attack roll when you roll a 2 and using a Silencer (Pistol)

**Catastrophic Failure DC:** On an attack roll when you roll a 1 and using a Silencer (Pistol). (No cost on repairing Bullets as they are spent.)

**Effect:** These special bullets are able to stop themselves from breaking the sound barrier and create a lower noise when fired, if you have the Silencer (Pistol) equipped when fired. This allows you to fire these rounds without alerting creatures outside of 100 feet from you.

Armband of Strength

This armband increases your might as if you were one size larger and under the effects of an *Enlarge* spell, except you don't grow one size larger. They wrap tight around your main forearm and upper arm, using hydraulics to help augment your strength. You only gain the benefits of this if it is on your main arm.

**Complexity / Power DC:** 15 (Intelligence)
**Downtime Days to Craft:** 4
**Cost per Day:** 10 gp
**Materials Needed:** Metal, Fluids
**Craft DC:** 13 (Dexterity)

**Miasma Duration:** 1 Minute per Vial

**Malfunction DC:** 16

**Catastrophic Failure DC:** 10 (2 Day & 20 gp)

**Example:** If it walked 15 ft, it will make noise for 3 rounds.

Air Brakes

This small booster packs you to strap to your boots have enough force to let you hover 5 feet off the ground for one minute, or stop your fall right before you hit the ground.

**Complexity / Power DC:** 15 (Intelligence)
**Downtime Days to Craft:** 3
**Cost per Day:** 5 gp
**Materials Needed:** Metal, Rubber
**Craft DC:** 13 (Dexterity)

**Miasma Duration:** 1 Minute per Vial
**Malfunction DC:** 15

**Catastrophic Failure DC:** 10 (1 Day & 7 gp 5 sp)

**Effect:** This device allows you use to use a reaction to propel yourself 5 feet off the ground for one minute. You are unable to move around unless you find some way to push yourself off of a solid object (like a wall or ceiling). If you are falling, you can use your reaction to trigger the Air Brakes to slow your fall down to 30 feet a round for one minute. If you reach the ground during this time, you hover 5 feet off the ground. This effect can't be ended early except by using a Bonus Action to quickly release the vial which causes you to fall immediately. The vial is wasted if you do so and can't be used again.

Windup Toy

**Does not require Miasma.** This small windup toy bears a vague resemblance to a duck, and when you wind it up, will walk forward making loud and obnoxious noises.

**Complexity / Power DC:** 15 (Intelligence)
**Downtime Days to Craft:** 2
**Cost per Day:** 3 gp
**Materials Needed:** Metal, Cloth
**Craft DC:** 16 (Dexterity)

**Malfunction DC:** 16

**Catastrophic Failure DC:** 11 (1 Day & 3 gp)

**Effect:** As an action you can wind up this toy and release it on the ground. Roll initiative for this toy, and on its turn will walk up to 30 feet, you can wind it up less to have it walk less. On its next turn, it will then produce a huge amount of noise, like that of cymbals crashing together. It will produce this noise a number of rounds equal to the amount of feet it walked forward, divided by 5.

**Example:** If it walked 15 ft, it will make noise for 3 rounds.