

TOOL PROFICIENCIES

Unless you have an incredibly devoted artificer or a rogue with trust issues, you probably see next to no use of tool proficiencies in your games. This is because, rules as written, there's not much benefit to having them outside of very specific circumstances.

A good DM can make tool proficiencies shine in their game, but it require a conscious effort to push in that direction or a particularly creative player to get there.

Tasha's Cauldron of Everything introduces two new feats that seem to be a step towards remedying this problem. The *Chef* feat allows a character to craft meals that aid their allies and the *Poisoner* feat does... the opposite of that.

The problem with these feats, as I see it is that the tool kits should just *do* these things already. So, I present Quick and Dirty Tool Proficiencies, an ability for many tool sets in dungeons and dragons that you can *just give* to anyone who has that tool proficiency. (Some of these may already how you run these tools at your table, but sometimes spelling things out encourages people to use them.)

ARTISAN'S TOOLS

As long as you are within the confines of a civilization of suitable size, you can find someone who produces the materials specific to your craft. As long as the materials you want are available in town, you can track down their location.

COOK'S UTENSILS

As part of a short rest, you can cook special food, provided you have ingredients and cook's utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 + your proficiency bonus. At the end of the short rest, any creature who eats the food and spends one or more Hit Dice to regain hit points regains an extra 1d8 hit points.

DISGUISE AND FORGERY KITS

Disguise and Forgery kits both allow you to prepare ahead of time to make a more successful attempt at Deception or Persuasion. By making an ability check and adding your proficiency bonus, you craft a disguise or forge a document. If your result on this check exceeds the passive Insight (for disguise) or Investigation (for forgery) score of a creature, you have advantage on Deception or Persuasion checks against that creature. If you give someone a good reason to suspect you, they may instead make an *active* Insight or Investigation check.

GAMING SET

While taking part in a game that your gaming set proficiency applies to you gain advantage on ability checks that use the Deception, Insight or Performance skills.

HERBALISM KIT

With one hour of work, the herbalism kit can be used to take natural ingredients and through specific techniques turn them into shelf stable reagents for use in herbalism and other practices. This technique doubles the material value of up to 50 gp worth of material components for use in herbalism, alchemy or spell casting.

MUSICAL INSTRUMENT

When you perform using an instrument with which you are proficient, you may roll a Charisma(Musical Instrument) check to improve the attitude of those who hear it. The exact nature of this change is left to DM discretion, but a successful check could be expected to change an indifferent creature into a friendly one.

NAVIGATOR'S TOOLS

Provided you can see the sky, Navigator's Tools allow you to discern the following information by using them for 1 minute.

- The four cardinal directions, North, East, South, and West.
- The direction and approximate distance of a location you have marked on a map.
- The likely weather within the next 6 hours.

POISONER'S KIT

With one hour of work using a poisoner's kit and expending 50 gp worth of materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied to a weapon or piece of ammunition, the poison retains its potency for 1 minute or until you hit with the weapon or ammunition. When a creature takes damage from the coated weapon or ammunition, that creature must succeed on a DC 14 Constitution saving throw or take 2d8 poison damage and become poisoned until the end of your next turn.

THIEVES' TOOLS

When you successfully lock, unlock, or disable a mechanism using your thieves tools, you keep those mechanisms in mind. For the next hour, if a mechanism is of a sufficiently similar design and complexity level, you may automatically succeed on a check to manipulate it.

ONE LAST THING

I cover this in my Quick and Dirty Character Knowledge piece, but it bears repeating here. Tool Proficiencies should be treated as *knowledge* skills. You don't become proficient in something without picking up knowledge along the way. Instead of always asking 'who's proficient in history' when talking about an ancient structure, ask about Mason's Tools and you might make one player's day.

TASHA'S FEATS

Ok, so we gutted a couple of feats while we were making this list. So you can either throw them right out, or we can tweak them a little to fit what we've changed.

CHEF

Time spent mastering the culinary arts has paid off, granting you the following benefits:

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- You gain proficiency with cook's utensils if you don't already have it.
- With one hour of work or when you finish a long rest, you can cook a number of treats equal to your proficiency bonus. These special treats last 8 hours after being made. A creature can use a bonus action to eat one of those treats to gain temporary hit points equal to twice your proficiency bonus.

POISONER

You can prepare and deliver deadly poisons, granting you the following benefits:

- When you make a damage roll that deals poison damage, it ignores resistance to poison damage.
- You can apply poison to a weapon or piece of ammunition as a bonus action, instead of an action.
- Add your proficiency bonus to the save DC of any poisons you craft.

WHAT CHANGED

We took away half of the Chef feat for our base tool proficiency. Rather than come up with something new, I elected to make their cooked treats twice as fortifying. For the Poisoner feat we also needed to fill a gap, I elected to just make their poisons harder to resist against, fitting with overall theme of the feat quite nicely.

THE BORING BITS WRITING AND DESIGN

DarkAbyssKeeper

COVER ART

Trophy with tools for measurement - [Smithonian Open Access](#)

LAYOUT

Eternally grateful to use [the Homebrewery](#).

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by DarkAbyssKeeper and published under the Community Content Agreement for Dungeon Masters Guild.