

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.

BREWER'S SUPPLIES

Brewing is the art of producing alcoholic beverages such as wine, beer, and whisky. Many rural families practice brewing in their own homes, while the crowded conditions of towns and cities make it more practical for professional brewers to make a living producing beer and other beverages for sale. While it takes weeks for alcohol to be ready to drink, it takes only a few hours of work over a few days to get it started. Proficiency in brewer's supplies represents a working knowledge of fermentation and filtering.

Components. Brewer's supplies include a copper kettle, a quantity of hops, a siphon, and a box of aromatic herbs. Using brewer's supplies typically requires access to a workshop with casks, stoves, basins, a quern-stone, and a kiln.

Craft Alcohol. You can spend a day preparing materials you have on hand for fermentation over the course of several weeks. Recipes for beer, mead, wine, and cider are easy to acquire and require no special proficiency with brewer's supplies to create, though you must succeed on a DC 10 Wisdom (brewer's supplies) check or else the batch fails. Crafting alcohol is done by the barrel (a 36-gallon barrel being standard) or tun (a 256-gallon cask) and costs on average from 4c (for cheap, oat-based ale) to 10c (for strong, flavoured beer) per barrel to produce.

Purify Water. You can render tainted water potable, eliminating contaminants, toxins, and disease. As part of a long rest, you can purify up to 6 gallons of water, or 1 gallon as part of a short rest.

ADVANCED BREWING

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

Crafting one of these brews takes 8 hours of preparation followed by three weeks of fermentation, and requires at least 1s worth of rare ingredients.

Bolstering Brew. This beverage grants increased fortitude. A creature that imbibes this beverage gains $1d6 + 1$ temporary hit points.

Clarifying Brew. This beverage confers resilience to mind-affecting effects. A creature that imbibes this beverage has advantage on the next saving throw it makes in the next $1d4 + 1$ hours to avoid or end the charmed condition. Once a creature benefits from this effect, it can't do so again until it finishes a short or long rest.

Hearty Brew. This beverage grants temporary reprieve from the effects of extreme cold. For $1d4 + 1$ hours after it imbibes the beverage, a creature can ignore one level of exhaustion gained from exposure to extreme cold. Once a creature benefits from this effect, it can't do so again until it finishes a short or long rest.

Invigorating Brew. This beverage helps bolster the metabolism. A creature that imbibes this beverage has advantage on the first Constitution saving throw it makes in the next $1d4 + 1$ hours to recover from a disease or condition affecting it. The condition can be blinded, deafened, paralyzed, or poisoned. Once a creature has benefited from this effect, it can't do so again until it finishes a long rest.

Nutritious Brew. This beverage inures creatures against the hardships of long travel. For the next 24 hours, a creature that imbibes this beverage can travel up to 10 hours at a day without making saving throws to avoid exhaustion.

Refreshing Brew. This beverage grants temporary reprieve from the effects of extreme heat. For $1d4 + 1$ hours after it imbibes this beverage, a creature can ignore one level of exhaustion gained from exposure to extreme heat. Once a creature benefits from this effect, it can't do so again until it finishes a short or long rest.



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