

# COBBLER'S TOOLS

The life of a cobbler is far from the dangers of being an adventurer, but maybe that is the reason you felt the call to journey out in the world. Or maybe you ruined your favorite pair of boots far from civilization and realized you needed to learn the art of cobbling. Regardless of how you learned the tools of the trade, you have learned how to craft beautiful shoes fit for a king, rugged boots fit for conquering mountains, shoes to lift you out of heavy snow, shoes to propel you forward under water and so many other designs!

## COBBLER'S TOOLS

Cobbler's tools consist of a hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread.

Cobbler's tools weighs 5 lbs and costs 5 gp.

## SHOEMAKING

As a cobbler and an adventurer, you understand the importance of a good, sturdy shoe when it comes to your travels. Poor leather, shoddy craftsmanship or even the wrong design could have a negative impact on your day-to-day adventuring life.

To craft a pair of shoes, you must spend at least 4 hours a day working on your shoes. This can be done around a camp fire, in a comfortable inn or even a workshop. Once you have completed a number of days required, you must then roll a Cobblers (Dexterity) check against the DC of the shoes you are working on.

On a success, you complete the shoes. On a failed check, you realize there is a fault in the shoes and they must be repaired. *See Repairs for more information.*

## TYPES OF SHOES

There are a variety of styles of shoes that you can create. Some might be crafted for dancing, hiking, or even swimming. When you begin making your shoes, you must decide on the style before you can begin crafting. You can not change the style of shoe during your cobbling, instead you must start over from the beginning.

## LASTS AND FEET

When creating shoes, you need the measurements of the feet you are working with. So long as the creature you are making the shoes for are with you during your crafting times, and are available to have their feet measured, you can make progress on their shoes. If they are not available, you can not make progress unless you first carve a wooden Last per foot that is shaped off their feet.

If you wish to first create a Last before you begin cobbling, you must add an additional day to the cobbling of shoes, add 1 gp to the total cost and spend a work day creating a wooden representation of the creature's feet. This has the benefits of not requiring the target creature to be with you while you are working and you can use the Lasts for future projects. You must make a successful Cobblers (Dexterity) check for the Lasts when you first create them.

## REPAIRS

If your shoes, or another pair of shoes, are damaged during your adventuring days, you must spend a quarter of the days (rounded down) required to build the shoes working on them. During this time, the shoes are unable to be worn and grant no benefits. Once the repairs are completed and the time has elapsed, you must succeed on a Cobblers (Dexterity) check against the DC of the shoes you are repairing, you have advantage on this check if the shoes you are fixing were originally made by you.

On a success, they are repaired and can be used like usual. On a failed roll, you must restart the process on repairing them.

## SHOE MATERIALS

Certain shoes are going to be better suited for certain tasks over other shoes, and some are crafted of better materials. Depending on the shoe design, and the purpose of them, the cost of the materials may make shoes exorbitantly expensive. The cost for materials will be listed with the desired shoes to be cobbled.

## SHOE DESIGNS

The designs of shoes may lend themselves to dancing, climbing or swimming. When you begin cobbling your shoes, you must first determine what type you are working on. Once you decide on the Shoe Design, you can begin crafting the shoes. After you have completed your shoes, they may provide a benefit based on their design. Only the creature that the shoes were cobbled for can utilize this benefit, if anyone else tries to wear the shoes, they may be able to but they do not receive any benefits from the shoes.

## EXAMPLE SHOE DESIGNS

Design	Day(s)	Gold Cost	DC	Special Attribute?
Lasts	1	1	8	Yes
Common Shoes	7	0.1	10	No
Costume Shoes	12	1	11	No
Fine Shoes	14	3	12	No
Traveler's Boots	10	0.2	11	No
Climber's Boots	21	5	13	Yes
Dancing Shoes	21	8	13	Yes

## HIDDEN DESIGNS

Some shoes are meant for more than just decorations. If you wish to add a hidden compartment in the boot of a heel or a blade that can be ejected out, you will have to make a special set of shoes. These shoes are more expensive, but allow you to hide valuables, kick/stab enemies who think you are disarmed or keep a spare set of Thieves' Tools... just in case. *See the Special Properties section for more information.*

# SHOE DESIGNS

## LASTS

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This wooden facsimile of a foot is required to work on shoes when the target creature is not present.

**Material Cost:** 1 gp

**Materials:** Wood

**Days to Cobble:** 1 Day

**Cobbler's DC:** 8

**Special:** Lasts are used in the creation of shoes and boots.

## COMMON SHOES

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A common set of shoes that any cobbler could've made. These provide very little protection on long journeys.

**Material Cost:** 1 sp

**Materials:** Leather

**Days to Cobble:** 7 Days

**Cobbler's DC:** 10

**Special:** None

## COSTUME SHOES

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A common set of shoes that match a style of costume that most performers like to wear.

**Material Cost:** 1 gp

**Materials:** Leather, Dye

**Days to Cobble:** 12

**Cobbler's DC:** 11

**Special:** None

## FINE SHOES

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A common set of shoes worn by the upper classes as part of their everyday wear.

**Material Cost:** 3 gp

**Materials:** Quality Leather

**Days to Cobble:** 14

**Cobbler's DC:** 12

**Special:** None

## TRAVELER'S BOOTS

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A common set of boots worn by adventurers and traveling merchants. They provide minimal protection on long journeys against the elements.

**Material Cost:** 2 sp

**Materials:** Sturdy Leather

**Days to Cobble:** 10

**Cobbler's DC:** 11

**Special:** None

## CLIMBER'S BOOTS

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A sturdy set of boots with iron spikes set along the toe of the boots, perfect for those climbing mountainous terrain.

**Material Cost:** 5 gp

**Materials:** Sturdy Leather, Iron

**Days to Cobble:** 21

**Cobbler's DC:** 13

**Special:** When worn and using for climbing, you gain a +2 bonus to any checks made for climbing.

## DANCING SHOES

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Shoes designed for dancers, and sure to impress a dancing partner. These shoes provide the perfect grip and balance for those light on their feet.

**Material Cost:** 8 gp

**Materials:** Sturdy Leather, Supple Leather, Dyes

**Days to Cobble:** 10

**Cobbler's DC:** 11

**Special:** When worn and used for dancing, you a +2 bonus to any checks made for dancing.

## SMUGGLER'S BOOTS

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These shoes are designed with the smuggler in mind. In both heels is an empty space big enough for an object up to 3 inches long and 1 inch wide and deep.

**Material Cost:** 10 gp

**Materials:** Sturdy Leather, Wood

**Days to Cobble:** 21

**Cobbler's DC:** 14

**Special:** Each heel has a hidden compartment, perfect for hiding small gems. To determine the DC of the Investigation (Intelligence) check needed to spot it, make a Cobbler's (Intelligence) check once you finish cobbling these shoes.

## ASSASSIN'S BOOTS

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These shoes are designed with the assassin in mind. In the toe of each boot is a small dagger that can be ejected out when the wearer pushes on a section of the heel.

**Material Cost:** 14 gp

**Materials:** Sturdy Leather, Wood, 2 Daggers

**Days to Cobble:** 21

**Cobbler's DC:** 15

**Special:** Each toe has a dagger hidden in the shoe, the daggers can either be pried out (breaking the shoe) or used as part of a kick, assume that the target has no proficiency bonus with a daggered boot, up to DM's discretion. To determine the DC of the Investigation (Intelligence) check needed to spot the hidden daggers, make a Cobbler's (Intelligence) check once you finish cobbling these shoes.

## FLIPPERS

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These shoes are designed to be worn under water while swimming and have a wide toe that allows you to swim faster when wearing them, though they are hard to walk in.

**Material Cost:** 8 gp

**Materials:** Sturdy Leather, Strong Leather

**Days to Cobble:** 14

**Cobbler's DC:** 13

**Special:** While wearing these shoes and swimming, you have a 20 ft swimming speed. If you are on land and wearing these shoes, you have a walking speed of 5 ft.

## SPRINTER'S SHOES

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These shoes are designed to grip into the earth and propel the wearer forward. They have iron nails set into the sole that grip and dig into the ground.

**Material Cost:** 12 gp

**Materials:** Sturdy Leather, Iron Nails

**Days to Cobble:** 14

**Cobbler's DC:** 13

**Special:** While wearing these shoes and taking the Dash action, you can move an additional 10 feet. If you are wearing these and traveling, any creature following you has advantage on their checks to track you.

## REDCAP'S IRON BOOTS

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These shoes are built of heavy iron and clank loudly while walking with them, they are a favorite of Redcaps.

**Material Cost:** 15 gp

**Materials:** Sturdy Leather, Iron

**Days to Cobble:** 21

**Cobbler's DC:** 15

**Special:** While wearing these shoes, as an action you can kick a creature you can see and is within 5 feet of you. The target must succeed on a Dexterity saving throw or take (1d10 + the wearer's strength modifier) bludgeoning damage and be knocked prone.

The DC for this saving throw is *8 + the wearer's Proficiency Bonus + the wearer's Strength Modifier*.

## WHEELED SHOES

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These shoes have wheels attached to the bottom of them, and allow the wearer to move at great speeds, though only on smooth paths. They are a growing sport among the upper classes and special rinks are being constructed for them.

**Material Cost:** 10 gp

**Materials:** Sturdy Leather, Wood, Iron

**Days to Cobble:** 16

**Cobbler's DC:** 13

**Special:** While wearing these shoes and moving across smooth paths, your movement speed is increased to 50 feet. If you hit any obstacles or bumps, you must succeed on a DC 12 Acrobatics (Dexterity) check to stay on your feet. On a fail, you fall prone. You have disadvantage on this check if you were moving downslope.