



BREWER'S SUPPLIES

BEER HAS BEEN AROUND FOR ALMOST AS LONG AS BREAD HAS, AND ONE COULD ARGUE THAT IT HAS HAD A MORE SIGNIFICANT EFFECT ON SOCIETY, AT LEAST IN THE EVENING. THIS FAVORITE DRINK IS CREATED BY STEEPING CEREAL GRAINS IN WATER AND FERMENTING THEM INTO A SWEET FLAVORED BEVERAGE WITH YEAST.

The yeast, grains, and adjuncts help define the drink and its complicated flavoring, as well as allow you to add in alchemical and magical ingredients to help give your drinks a better punch.

While it typically takes beer, ale, lagers, and so many other drinks weeks or even months to develop fully, with these small batch beverages you'll be drinking in just a few days!

BREWER'S SUPPLIES

Brewer's Supplies include a mash tun, copper kettle, piping, a siphon, a series of mesh filters, a small fermenting vat, and basic malt, hops and spices.

These supplies cost 30 gp and weigh 50 lbs.

Proficiency with Brewer's Supplies allows you to add your proficiency bonus to any check you make for brewing, typically using your Wisdom.

HOW TO BREW

When brewing an item, you must know its recipe, have access to the requisite materials, and spend the days needed for it to process and ferment. Anytime a check is called for in brewing a beverage, you must make a **Wisdom (Brewer's Supplies)** check.

BREWED RECIPES

Every brewed beverage requires a recipe to make. This recipe lists any special ingredients you need, the number of days required to ferment, and the difficulty of the beverage. Some ingredients may require you to purchase them in town or to go on quests to find them.

You can learn new recipes by visiting other brewers, travelers, or faraway monasteries that guard their specialty recipes. You can also deconstruct a brewed beverage by making a **Wisdom (Brewer's Supplies)** check against the Brew's DC and determine how to craft it yourself, destroying the item regardless of a success or failure.

You can only have one recipe brewing in your fermenting vat at one time. To brew more, you must purchase additional brewing supplies. Each brewed beverage is enough to create one use, or one bottle, of that recipe. If you wish to create in bulk, it is up to the GM's discretion, but at the bare minimum will require additional downtime as well as proper equipment like a brewery.

THE PROCESS

To create a brewed beverage, you must first gather the required ingredients for a recipe you know. After that, you then create your mash and ferment the mixture for a number of days, based on the recipe.

In addition, you must succeed on two **Wisdom (Brewer's Supplies)** checks in order to properly brew your beverage.

BOILING THE MASH

Once you gather your ingredients, you can begin creating and boiling the mash over the course of a short or long rest. Once your grains and spices are prepared, you must succeed on a **Wisdom (Brewer's Supplies)** check, the DC is determined by the recipe. On a success, you properly prepare the mash. On a failure, you can still brew your beverage but it will not have any special effects.

FERMENTING THE BREW

After preparing the mash, you must filter the liquid and add it to your special fermenting vat, an over-sized sealed flagon that you can strap to the outside of a travel pack. After a certain number of days, determined by the recipe, your brew will finish fermenting.

Once your brew has completed the fermenting process, you must make a **Wisdom (Brewer's Supplies)** check based off of the DC of the recipe you are attempting. On a failed check, the fermented brew does not have any special effects.

IMBIBING

While your brewed goods do have alcohol, you don't need to worry about intoxication unless the GM decides that the character has had too much to drink. A character can only benefit from a single brewed beverage once per short rest, upon drinking additional brews, they gain no additional benefits from the second beverage and lose any benefits from the original beverage.

If your brew isn't consumed immediately, you can bottle your brew for a later use. Each bottled brew weighs half a pound and can last several months before it is no longer fit to be drunk.

If you wish to buy these, you may be able to find them sold at specialty breweries. Their costs can range from two to ten times their ingredient costs, or even more depending on the brew's rarity.

BREWED RECIPES

A new brewer, or someone who has just recently gained proficiency with Brewer's Supplies, typically knows three common recipes. Buying the tool does not grant proficiency. After that, you must find more recipes or experiment to create new beverages of your own making.

BERSERKER'S RAGE

Very rare recipe

This hard spirit requires the blood of a cave-dwelling dire insect, its venom blood creating an effect like no other. Berserkers will guzzle this spirit before battle, their ferocity growing and their strikes slamming harder.

When imbibed, once per turn you can strike with greater accuracy, channeling the drink's rage with every swing of your weapon.



ARTIST: ANDREEA "BLABLACRACA" CRACANĂ

BREWING RECIPES

Item	Fermentation Time	DC	Cost
Berserker's Rage	5 days	18	70 gp
Boulder Beer	5 days	15	15 gp
Burper's Flight	3 days	13	15 gp
Dragon's Porter	7 days	20	25 gp
Dwarven Courage	3 days	13	10 gp
Flumph Pale Ale	5 days	13	15 gp
Giant's Brew	3 days	13	15 gp
Golden Pilsner	5 days	15	15 gp
Icecap Ale	5 days	15	15 gp
Morning Stout	7 days	20	25 gp
Mulled Cider	5 days	15	15 gp
Sugared Ale	5 days	15	15 gp

Fermenting Time: 5 days; **Brew DC:** 18

Special Ingredients: Venomous cave-dwelling insect blood

Ingredient Cost: 70 gp

Duration: 10 minutes

Effect: Once per turn, you gain advantage on a single melee attack that uses Strength.

BOULDER BEER

Rare recipe

This dark and extra foamy beer has more alcohol in it than a dwarven bar.

When imbibed, blades, arrows and other weapons seem to barely slow you down, though for some reason you are now fighting twice as many people as before.

Fermenting Time: 5 days; **Brew DC:** 15

Special Ingredients: Barley, wheat

Ingredient Cost: 15 gp

Duration: 10 Minutes

Effect: You gain resistance to bludgeoning, piercing and slashing damage from weapons, but you also gain the poisoned condition until the duration ends. If the poisoned condition ends before the duration of the brew does, your resistance also ends early.

BURPER'S FLIGHT

Uncommon recipe

Filled with effervescent gases, this lightly bubbling brew is said to taste like the afterthought of a fruit. Drinkers who partake in the drink claim to feel a sense of lightness, though the constant burps turn off many from the brew.

When imbibed, your weight is halved and your steps allow you to thwart many tripping hazards.

Fermenting Time: 3 days; **Brew DC:** 13

Special Ingredients: Malt, noble hops, odd gases

Ingredient Cost: 15 gp

Duration: 1 Hour

Effect: Your weight is halved while under the effects of this brew. If you fall, and would take falling damage,

you gain resistance to the damage. In addition, you have advantage on all checks and saving throws to avoid setting off foot-triggered traps and other hazards, like tripping wires or pressure plates.

DRAGON'S PORTER

Very rare recipe

This fiery porter creates a delightful burning sensation in your mouth and throat. Though some say it just burns.

While imbibed, you have the ability to breath magical fire on your enemies.

Fermenting Time: 7 days; **Brew DC:** 20

Special Ingredients: Jalapeño peppers

Ingredient Cost: 25 gp

Duration: 1 Minute

Effect: As a bonus action on your turn, you can belch out fire in a 15-foot cone. All creatures in the area must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful save. You can belch out fire a number of times equal to the Brewer's Wisdom modifier.

The DC for this save is **8 + Brewer's Wisdom modifier + Brewer's Proficiency Bonus.**

Potent Ingredients: Dragon bile

Potent Effect: The brew DC increases by 2. The area of effect increases to a 30-foot cone and you deal 4d10 fire damage.

DWARVEN COURAGE

Common recipe

This simple beer has a hoppy finish that gives you the inner strength needed to face your fears.

When imbibed, you are less easily frightened.

Fermenting Time: 3 days; **Brew DC:** 10

Special Ingredients: None

Ingredient Cost: 10 gp

Duration: 1 hour

Effect: You gain advantage on all saving throws against the frightened condition for the duration of the brew.



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FLUMPH PALE ALE

Uncommon recipe

A new style of drink that is coming out of the subterranean lands, this has become a popular drink among party-goers and younger members of society due to its foul nature. It is named after the flumph due to the reaction many have who imbibe it.

After imbibing the drink, you gain the ability to spew liquid stench, coating nearby creatures in a foul-smelling liquid.

Fermenting Time: 5 days; **Brew DC:** 13

Special Ingredients: Flumph spray

Ingredient Cost: 15 gp

Duration: 1d4 hours

Effect: As an action, you first imbibe the drink and then immediately belch out a spray of stench. Each creature in a 10-foot cone must succeed on a Dexterity saving throw or be coated in a foul-smelling liquid.

All creatures who start their turn within 5 feet of a coated creature, including the coated creature, must succeed on a Constitution saving throw or are poisoned until the start of their next turn. A creature who is coated in the liquid has

disadvantage on their saving throw. A creature who succeeds on their Constitution saving throw is immune to the stench for 1 hour. A coated creature is covered in stench for 1d4 hours, but can remove the stench with alcohol, water or vinegar.

The DC for this saving throw is **8 + Brewer's Wisdom Modifier + Brewer's Proficiency Bonus.**

GIANT'S BREW

Uncommon recipe

This recipe was stolen from the giants, who closely guard their brewing secrets from everyone. Most self-respecting dwarves will claim the giants only produce foul brews, but they all secretly wish to learn the giant's process, if only out of a brewer's curiosity.

When imbibed, you gain the strength of a giant.

Fermenting Time: 3 days; **Brew DC:** 13

Special Ingredients: Auroch blood

Ingredient Cost: 15 gp

Duration: 1 hour

Effect: You count as a huge creature when determining your carrying capacity and the weight you can push, drag, or lift.

ICECAP ALE

Rare recipe

This ale is crafted by adding sour fruits and then partially freezing it during the fermentation process and removing the ice from the top. This freezing and removal of ice happens a dozen times to increase the potency of this brew.

When imbibed, this ale causes your muscles to tense up tight and you can resist greater effects than you might otherwise be able to.

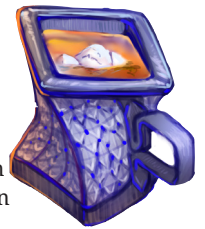
Fermenting Time: 5 days; **Brew DC:** 15

Special Ingredients: Sour fruits, ice, salt

Ingredient Cost: 15 gp

Duration: 10 Minutes

Effect: You gain advantage on all Constitution and Strength saving throws for the duration of the brew. In addition, you also gain a number of temporary hit points equal to half the Brewer's level (rounded up). After the 10 minutes are up, your body is exhausted and you gain one level of exhaustion until you take a short rest or a spell like *greater restoration* is cast on you.



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MORNING STOUT

Very rare recipe

Some people start the morning with a cup of coffee, but you don't see why you can't add that to your favorite evening drink. This dark and almost decadent drink make your senses feel alive, and you swear your hands are barely even trembling.

When imbibed, this stout increases your movement and you seem to have an unnatural grace about you.

Fermenting Time: 7 days; **Brew DC:** 20

Special Ingredients: Coffee, chocolate

Ingredient Cost: 25 gp

Duration: 1 hour

Effect: You gain advantage on all Dexterity saving throws and your base movement speed is increased by 5 feet.

MULLED CIDER

Rare recipe

This tart cider is served hot and, as the warmth spreads throughout your body, you become hardened against the cold.

When imbibed, you feel no effects of the cold.

Fermenting Time: 5 days; **Brew DC:** 15

Special Ingredients: Apples, cinnamon, cloves

Ingredient Cost: 15 gp

Effect Duration: 1 hour

Effect: You gain resistance to cold damage.



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SUGARED ALE

Rare recipe

This extra sweetened ale will lighten your tongue and help you in the toughest of situations.

When imbibed, you speak honeyed words and the control of others seems to slip from your mind.

Fermenting Time: 5 days; **Brew DC:** 15

Special Ingredients: Raw sugar

Ingredient Cost: 15 gp

Duration: 1 hour

Effect: You have advantage on all Charisma checks, and creatures have disadvantage on Charisma checks against you.

VARIANT RULES

BREWING RUM AND LIQUORS

Rum has a simple distillation process and requires sugar, molasses, yeast and an airtight container. The provided brews can easily be used to create rums, liquors, and even speciality wines by reflavoring the process and finding suitable ingredients, per the GM's discretion.

CRAFTING IN BULK

For those wishing to brew these beverages in bulk, they must have access to a brewery and decide how many brews they wish to produce. If you wish to craft in bulk, you must provide the ingredient costs for the number of brews you wish to produce, and the DC is increased by 1 for every two additional brews you are making.

This means that if you are wanting to craft 10 Mulled Ciders at a single time, it would cost 150 gp in ingredients, and the DC is increased to 20.

DOWNTIME & BREWING VATS

The GM may decide that if you are producing several vats of brews, that you must spend at least 8 hours every day that your brews are brewing so that you can watch over them, ensure that they are fermenting correctly, and more.

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