



BLACKSMITHING

Blacksmithing is a popular professional interest of two sorts of adventurers: those that want to hit things with heavy metal objects, and those that want a heavy metal object between them and the thing hitting them.

While often relying on the town blacksmith to do your work for you is a fine option, rolling up your sleeves and doing the work yourself can allow you to express your creativity... and may save you a few coins in the process.

Blacksmithing is slow hard work, but has a higher tolerance for failure than most, and is more dependent on knowing your material, as the templates you work from tend to be common across many of them.

QUICK REFERENCE

While each step will go into more depth, the quick reference allows you to at a glance follow the steps to make a blacksmith item in its most basic form:

- Select the **item** that you would like to craft from any of the **Blacksmithing Crafting Tables**.
- Acquire the items listed in the **materials** column for that item.
- Use your **Blacksmithing Tools** tool to craft the option using the number hours listed in the **Crafting Time** column.
- If the item requires ingots, you will need an anvil and a forge in addition to your tools.
- For **every 2 hours**, make a **crafting roll** of $1d20 + \text{your Strength modifier} + \text{your proficiency bonus}$ with a Blacksmithing Tools.
- **On success**, you mark 2 hours of completed time. Once the completed time is equal to the crafting time, the item is complete.

- **On failure**, the crafting time is lost and no progress has been made during the 2 hours. If you fail 3 times in a row, the crafting is a failure and all materials are lost.

RELATED TOOL

Blacksmithing works using **Blacksmithing Tools**.

Attempting to craft an blacksmithing item without will often be impossible, though a DM may let you use makeshift tools to make a check with disadvantage. Proficiency blacksmith's tools allows you to add your proficiency to any Blacksmithing crafting roll.

While Blacksmiths can benefit from their skills in small ways such as sharpening their weapons and retrofitting their gear on the go, many of their crafting options require a fully equipped Forge; a fully equipped Forge entails forge, anvil, and blacksmith's tools.

MAGICAL FORGES

The world of D&D is a fantastical place with many wonders; sometimes you may find locations that have been constructed in such a way as to leverage powerful primal powers in the forging technique - a forge at the heart of volcano or atop an ever frozen glacial, which might imbue items crafted there with special properties.

CRAFTING ROLL

Putting that together that means that when you would like to smith an item, your crafting roll is as follows:

Blacksmithing Modifier = your Blacksmiths' Tools proficiency bonus + your Strength modifier

SUCCESS AND FAILURE

For Blacksmithing, after you make the crafting roll and succeed marks your progress on a crafting project. If you succeed, you make 2 hours of progress toward the total crafting item (and have completed one of the required checks for making an item). Checks for Blacksmithing do not need to be immediately consecutive. Failure means that no progress is made during that time. Once an item is started, even if no progress is made, the components reserved for that item can only be recovered via salvage.

If you fail three times in a row, all progress and materials are lost and can no longer be salvaged.

BLACKSMITHING MATERIALS

METALS

Materials	Rarity	Price
Metal Scraps	Trivial	1 sp
Silver Scraps	Trivial	1 sp
Gold Scraps	Common	1 gp
Iron Ingot	Common	1 gp
Steel Chain (2 ft)	Common	1 gp
Steel Ingot	Common	2 gp
Mithril Ingot	Uncommon	30 gp
Adamant Ingot	Uncommon	40 gp
Adamantine Ingot	Uncommon	80 gp
Icesteel Ingot	Uncommon	200 gp
Darksteel Ingot	Uncommon	200 gp
Firesteel Ingot	Uncommon	200 gp

"ICE/DARK/FIRE" STEEL INGOTS

The names for Icesteel, Darksteel, and Firesteel are intentionally generic to better map to unique metals that might be present your setting, and may have other names. Adamantine and Mithril tend to be widespread (and consequently open source metals), but other more unique metals may vary based on setting.

MAINTENANCE & MODIFICATIONS

While the primary purpose of Blacksmithing is to forge armor and weapons from metal, for an adventurer such events are important milestones that generally will not occur everyday. The following are some tasks that require proficiency with Blacksmith's Tools that provide a more day-to-day utility to the proficiency, giving them minor ways to enhance or adapt their gear.

These are minor crafts can be completed in 2 hours (or as one camp action when using the [Kibbles' Camp Actions](#) rules) with the expenditure of 5 gold worth of materials. They can be done as part of a long rest, but have limitations the normally crafted items do not (such as a maximum stockpile of minor crafts).

The following are "minor crafting options" for Blacksmiths:

MAINTAIN GEAR

One of the major perks of having a blacksmith in the field is their ability to keep gear in its best condition, giving you an edge (sometimes literally) in the quality of your gear and weapons. Over the course of two hours, a Blacksmith can maintain a number of weapons or sets of armor equal to their proficiency modifier, granting each weapon or armor maintained gains a special d6 Quality Die.

For a weapon, this can be rolled and added to an attack or damage roll, representing a case where the perfect state of the gear turned a miss into a hit or dealt a bit of extra damage. For a set of armor, the die can be rolled when hit by an attack, and the damage taken from that attack can be reduced by that amount. Rolling this die does not require an action, but once rolled it is spent and cannot be regained until the blacksmith maintains that armor or weapon again.

MODIFY ARMOR

While the field crafting of armor is often not possible, you can make smaller adjustments on. Over the course of two hours, can turn a set of plate mail into a half plate or a breastplate, refit a set of heavy or medium armor to fit another user that is equal in size or smaller than the original user.

MODIFY WEAPON

Every adventure has slightly different preferences in their gear, and your skills allow you make slight modifications to nonmagical weapons made of metal. These modifications take 2 hours, require a heat source, and require you to pass a DC 14 blacksmithing tool's check (on failure, the weapon is damaged and has -1 to it's attack rolls until fixed). You can perform on of the following modifications:

- You can weight a weapon, giving the heavy property to a weapon without the light property.
- You can remove the heavy property from a weapon, reducing its damage dice by d2.
- You can add the light property to a weapon without the heavy property, reducing its damage dice by d2.
- You can silver the weapon (requires 5 silver scraps, doubled for two handed weapons).

NOTE: IMPERFECT RESULTS

Using this method will make some... bad weapons. That is largely intentional. If you want to make a more functional weapon, you can make it from scratch using the Weapon Template. This represents quick hacks to an existing weapon.

REPAIR GEAR

Sometime in the course of adventuring, weapons or armor will become severely damaged, suffering a penalty to it's attack rolls or AC. Over the course of two hours you can repair this damage, though at the discretion of the DM you may need other materials to perform this task if it is heavily damaged. Weapons that are entirely broken (such as a snapped sword) are generally beyond simple repair.

BLACKSMITHING CRAFTING TABLE

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Dagger	0.5 <i>ingot</i>	2 hours	1	DC 10	Common	3 gp
Handaxe	1 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 11	Common	5 gp
Javelin	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	3 gp
Light Hammer	1 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	3 gp
Mace	2 <i>ingots</i> 1 <i>short haft</i>	2 hours	1	DC 9	Common	5 gp
Sickle	1 <i>ingot</i> 1 <i>short haft</i>	2 hours	1	DC 10	Common	4 gp
Spear	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 9	Common	3 gp

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Battleaxe	3 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	10 gp
Flail	2 <i>ingots</i> 1 <i>short haft</i> 1 <i>short chain</i>	4 hours	2	DC 12	Common	10 gp
Glaive	4 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 13	Common	20 gp
Greataxe	8 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 13	Common	30 gp
Greatsword	10 <i>ingots</i>	4 hours	2	DC 15	Common	50 gp
Halberd	4 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 13	Common	20 gp
Longsword	4 <i>ingot</i>	4 hours	2	DC 14	Common	15 gp
Maul	8 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	25 gp
Morning Star	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 14	Common	15 gp
Pike	3 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 12	Common	15 gp
Rapier	1 <i>ingot</i>	4 hours	2	DC 15	Common	25 gp
Scimitar	2 <i>ingot</i>	4 hours	2	DC 14	Common	25 gp
Shortsword	2 <i>ingot</i>	4 hours	2	DC 12	Common	10 gp
War Pick	2 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	10 gp
War Hammer	4 <i>ingot</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	15 gp

BLACKSMITHING CRAFTING TABLE

ARMOR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Chain Shirt	5 <i>ingots</i>	14 hours	7	DC 13	Common	50 gp
Scale Mail	8 <i>ingots</i> armor padding	14 hours	7	DC 12	Common	50 gp
Breastplate	10 <i>ingots</i>	16 hours	8	DC 16	Common	400 gp
Half Plate	16 <i>ingots</i> armor padding	28 hours	14	DC 17	Common	750 gp
Ring mail	4 <i>ingots</i> armor padding	10 hours	5	DC 11	Common	30 gp
Chain mail	9 <i>ingots</i> armor padding	14	7	DC 13	Common	75 gp
Splint	12 <i>ingots</i> armor padding	28 hours	14	DC 14	Common	200 gp
Plate	30 <i>ingots</i> armor padding	56 hours	28	DC 17	Common	1,500 gp
Shield	2 <i>ingots</i>	6 hours	3	DC 10	Common	10 gp
Tower Shield ^K	8 <i>ingots</i>	10 hours	5	DC 13	Common	50 gp
Spiked Shield ^K	3 <i>ingots</i>	8 hours	4	DC 14	Common	40 gp
Bracers ^K	2 <i>ingots</i>	4 hours	2	DC 13	Common	15 gp

MISC GEAR

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Bell	2 <i>metal scraps</i>	2 hours	1	DC 9	Common	1 gp
Bucket	4 <i>metal scraps</i>	2 hours	1	DC 5	Common	3 sp
Ring	1 <i>ingot</i>	2 hours	1	DC 8	Common	2 gp
Horseshoe (4)	2 <i>ingots</i>	4 hours	2	DC 10	Common	5 gp
Chain (5 ft)	1 <i>ingot</i>	4 hours	2	DC 10	Common	3 gp
Caltrops	1 <i>iron ingot</i>	2 hours	1	DC 8	Common	1 gp
Ball Bearings	1 <i>iron ingot</i>	2 hours	1	DC 8	Common	1 gp
Iron Pot	1 <i>iron ingot</i>	2 hours	1	DC 9	Common	2 gp
20 x Pitons	1 <i>iron ingot</i>	2 hours	1	DC 8	Common	1 gp
10 x Iron Spike	2 <i>iron ingot</i>	2 hours	1	DC 8	Common	1 gp
Manacles	2 <i>ingots</i> 1 <i>lock</i> 1 <i>chain (5 feet)</i>	2 hours	1	DC 12	Common	20 gp

COMPONENTS AND MATERIALS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Adamantine Ingot	1 <i>steel ingot</i> 1 <i>adamant ingot</i> <i>requires magical forge</i>	2 hours	1	DC 15	Uncommon	80 gp
Parts	5 <i>metal scraps</i>	4 hours	2	DC 9	Common	2 gp
5 x Buckle	5 <i>metal scrap</i>	2 hours	1	DC 8	Common	1 gp
20 x Metal Scraps	1 <i>ingot</i>	2 hours	1	DC 5	Common	2 gp
Ingot	20 <i>metal scraps</i>	2 hours	1	DC 5	Common	2 gp
Silver Ingot	20 <i>silver scraps</i>	2 hours	1	DC 5	Common	2 gp
20 x Silver Scraps	1 <i>silver ingot</i>	2 hours	1	DC 5	Common	2 gp
Gold Ingot	20 <i>gold scraps</i>	2 hours	1	DC 5	Common	20 gp
20 x Gold Scraps	1 <i>gold ingot</i>	2 hours	1	DC 5	Common	20 gp

TOOLS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Blacksmithing Tools	4 <i>ingots</i> 2 <i>parts</i>	8 hours	4	DC 11	Common	20 gp
Carpenter's Tools	2 <i>ingots</i> 1 <i>parts</i>	6 hours	3	DC 12	Common	8 gp

FIREARMS*

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
20 x Firearm ammunition	2 <i>lead ingots</i> 1 <i>packet of blasting powder</i>	4 hours	2	DC 15	Uncommon	80 gp
Pistol	3 <i>ingots</i> 4 <i>parts</i> 2 <i>fancy parts</i>	16 hours	8	DC 16	Uncommon	250 gp
Musket	6 <i>ingots</i> 4 <i>parts</i> 2 <i>fancy parts</i>	16 hours	8	DC 17	Uncommon	400 gp
Shotgun	8 <i>ingots</i> 4 <i>parts</i> 2 <i>fancy parts</i> 2 <i>esoteric parts</i>	32 hours	16	DC 19	Uncommon	2,425 gp
10 x Thunder Cannon Ammo	2 <i>ingots</i>	2 hours	1	DC 15	Common	20 gp.
Thunder Cannon	6 <i>ingots</i> 2 <i>uncommon primal essence</i> 2 <i>uncommon arcane essence</i> 4 <i>parts</i> 2 <i>fancy parts</i> 1 <i>esoteric part</i>	8 hours	4	DC 17	Uncommon	1,000 gp

*Firearms & Thunder Cannons are not found in all settings. Consult your DM

CUSTOM WEAPON GUIDE

At first glance, it seems that the weapon selection in 5e D&D is quite limited, but with a little knowledge of the system, you can largely expose that template that builds those weapons, and from there, well, the opportunities are limitless! When you would like to craft an template weapon, just follow the steps below:

WEAPON CREATION TEMPLATE

To create a weapon go through five steps to determine the final damage and properties of the weapon. Adding a d2 means increasing the die by one size (i.e a d6 + d2 = d8) and the converse for subtracting a d2.

STEP 1: SELECT ONE OF...

Property	Base Damage Die	Crafting Modifier	Material Modifier	Notes
Simple	d6	12 Base DC	1 ingot	--
Martial	d8	15 Base DC	3 ingots	Becomes a martial weapon.

STEP 2: SELECT ONE OF...

Property	Weapon Modifier	Crafting Modifier	Material Modifier	Notes
Light	-d2	+1 Base DC	-1 ingot	--
None	--	--		
Versatile	--	+1 Base DC	+1 ingot	+d2 when wielded with two hands.
Two-Handed	+d2	--	2x ingots	

STEP 3: SELECT ALL THAT APPLY...

Property	Weapon Modifier	Crafting Modifier	Material Modifier	Notes
Reach	-d2	+2 Base DC	-1 ingot + 1 long haft	--
Finesse	-d2	+3 Base DC	-1 ingot	No damage die cost if the weapon is Light or has no other properties.
Thrown	--	+2 Base DC	--	--
Heavy	+d2	+1 Base DC	+4 ingots	Requires two-handed.

STEP 4: SET DAMAGE DIE/DICE...

You can divide your damage die into smaller dice that equal the same total. For example, a d12 can become 2d6 or be reduced again to 3d4. Each time you do this, the crafting Base DC increases by +1.

STEP 5: SELECT DAMAGE TYPE

Type	Effect
Slashing	Deals Slashing Damage
Piercing	Deals Piercing Damage
Bludgeoning	Deals Bludgeoning Damage

BONUS STEP: MODIFIERS AND MATERIALS

You can additionally add Material Modifiers and Crafting Modifiers to template weapons. These modifiers may add additional properties as listed by the modifier, and their difficult modifier is incorporated into the weapon.

NOTES:

- Thrown can be ranged weapons instead of melee weapons (example: Dart)
- The DM can waive the restriction on Heavy property requiring Two-Handed property but should be aware it opens the door to GWM + Shield builds.
- Add one short haft for axes, maces or similar.
- Weapons made of metal require a minimum of half an ingot (like a dagger), even if the table would reduce them zero.

EXAMPLE TEMPLATE WEAPONS

SIMPLE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Finesse Spear	3 gp	1d4 piercing	2 lbs.	Finesse, Versatile (1d6).
Sturdy 10-Foot Pole	1 sp	1d6 bludgeoning	5 lbs.	Reach, Two-handed.
Chain	5 gp	1d4 bludgeoning	10lbs.	Reach.
Heavy Greatclub	3 gp	1d10 bludgeoning	15 lbs.	Two-handed, Heavy.
Brass Knuckles	2 sp	1d4 bludgeoning	2 lbs.	Light

MARTIAL WEAPONS

Weapon	Cost	Damage	Weight	Properties
War Spear	5 gp	1d8 piercing	2 lbs.	Versatile (1d10).
Long Chain Flail	15 gp	1d6 piercing	12 lbs.	Reach.
Finesse Glaive	25 gp	1d4 slashing	5 lbs	Versatile (1d6), Reach, Finesse.
Saber	15 gp	1d8 slashing	2 lbs.	Finesse
Broadsword	8 gp	2d4 slashing	3 lbs.	--
Katana	15 gp	1d6 slashing	2 lbs.	Versatile (2d4), Finesse
Cestus	2 gp	1d6 bludgeoning	1 lb.	Light

EXAMPLE TEMPLATE WEAPON CRAFTING:

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Finesse Spear	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 14	Common	13 gp
Sturdy 10-Foot Pole	1 <i>extra long haft</i>	0 hours	0	DC 0	Common	1 sp
Chain	2 <i>ingots</i>	2 hours	1	DC 14	Common	5 gp
Heavy Greatclub	2 <i>ingot</i> 3 <i>short hafts</i>	2 hours	1	DC 13	Common	12 gp.
Brass Knuckles	1 <i>ingot</i>	2 hours	1	DC 13	Common	10 gp.

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
War Spear	4 <i>ingots</i> <i>long haft</i>	4 hours	2	DC 17	Common	110 gp
Long Chain Flail	2 <i>ingots</i> <i>short haft</i> <i>chain</i>	4 hours	2	DC 17	Common	110 gp
Finesse Glaive	1 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 20	Common	450 gp
Saber	2 <i>ingot</i>	4 hours	2	DC 18	Common	170 gp
Broadsword	3 <i>ingots</i>	4 hours	2	DC 15	Common	42 gp
Katana	3 <i>ingots</i>	4 hours	2	DC 19	Common	175 gp
Cestus	2 <i>ingots</i>	4 hours	2	DC 16	Common	70 gp.

- Custom Weapons are a good bit more expensive than normal weapons. This is a reflection of their customization and greater difficulty to craft, is derived from their crafting Dc.



MATERIAL MODIFIERS

Metal	Difficulty Modifier	Weapon Effect	Armor Effect
Bronze	-3	Weapons forged from Bronze are inferior, having -1 to attack and damage rolls. Gains the Fragile property.	Armor forged from Bronze is inferior, having -1 to its AC. Gains the Fragile property.
Cold Iron (Meteoric Iron)	-2	Gains the Fragile property.	Gains the Fragile property.
Adamantine	+8	Gains the "Special: Critical Strikes with this weapon permanently damage nonmagical weapons, shields or armor of the defending creature that are not forged from Adamantine (reducing the attack roll of a weapon or the AC of armor by 2)".	While you're wearing it, any critical hit against you becomes a normal hit.
Mithral	+6	A weapon with the heavy property forged from it loses the heavy property. If the weapon didn't have the heavy property, it gains the light property. The DC of an Enchanter applying an Enchantment to it is reduced by 6, and it always counts as having 1 common essence of any type as part of the craft	If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. Easier for Enchanters to Enchant.
Dark Steel	+7	You have advantage on attack rolls while in darkness wielding Darksteel weapons.	Perception checks relying on sight have disadvantage against you when you are in dim light or darkness while wearing this armor.
Ice Steel	+7	A weapon forged from icesteel deals an additional 1d4 cold damage on hit.	Wearing armor forged from icesteel grants resistance to Fire damage.
Fire Steel	+7	A weapon forged from firesteel deals an additional 1d4 fire damage on hit.	Wearing armor forged from firesteel grants resistance to Cold damage.
Improvised Materials*	+1	Weapons forged from Improvised Materials are inferior, having -1 to attack and damage rolls.	Armor forged from Improvised Materials is inferior, having -1 to its AC. Gains the Fragile property.

- *Improvised materials can include other metals, shells, scales, carapaces, or other things substituted for one or more ingots.

CRAFTING MODIFIERS

Modifier	Difficulty Modifier	Weapon Effect	Armor Effect
Aerodynamic	+5	The weapon gains the Thrown (10/30) property if it does not have the Thrown property. If it has the Thrown property, the range increases by 10/30 feet instead.	Your falling speed increases to 520 feet per round while wearing this armor.
Double Bladed	+10	The weapon's damage die is reduced by d2. Adds the "Special: You can use a bonus action immediately after to make a single melee attack with it. This attack deals 1d4 slashing damage on a hit"	--
Weighted (Dwarven)	+5	A weapon with the light property forged from it loses the light property. If the weapon didn't have the light property, it gains the heavy property.	If an Effect moves you against your will along the ground while wearing this armor, you can use your Reaction to reduce the distance you are moved by up to 10 feet. The weight of the armor is increased by 50%
Elven	+7	The weapon gains the Finesse property.	You are considered proficient with this armor even if you lack proficiency
Fragile	N/A	A Fragile weapon breaks on an attack roll of 1 against an armored target (a target wearing armor or with the natural armor property) if that armor does not have the Fragile property.	A Fragile set of armor is destroyed when you take a critical strike from a creature wielding a weapon without the Fragile property.
Hardened	+4	The weapon's Quality Die when maintained becomes a d12	The armor's Quality Die when maintained becomes a d12.
Lance	+2	Requires two-handed weapon with reach. The weapon becomes one handed and its base damage die increases by d2, but you have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.	--
Masterwork	+8 ^{MW}	A Masterwork weapon gains +1 to attack rolls. Removes the fragile property.	A set of Masterwork armor gains a Damage Reduction ^{DR} value of 2. Removes the fragile property.
Segmented	+5	--	The armor can be donned or doffed in half as much time
Slotted	+2	This weapon can hold 1 magical gem crafted by an Enchanter	This armor can hold 1 magical gem crafted by Jewelcrafter.
Spiked	+4	If a weapon deals bludgeoning damage, it now deals piercing damage.	Attackers that strike you with unarmed strikes or natural weapons take 1d4 piercing damage. A creature that ends its turn while grappling you takes 1d4 piercing damage.

- ^{MW} **Masterwork:** Failing a crafting roll for Masterwork does not cause a failure, but the resulting weapon is only a Masterwork if all crafting roll successes pass the DC of Masterwork. An item is automatically masterwork if every roll qualified for a Masterwork version.
- ^{DR} **Damage Reduction:** While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by the value of your Damage Reduction to a minimum of 1.

SUPPLEMENTAL MODIFIERS

Modifier	Materials Needed	Difficulty Modifier	Weapon Effect	Armor Effect
Magical	2 <i>uncommon essence</i> *	+8 ^{Magic}	Weapon adds +1 to attack and damage rolls.	Armor AC is increased by +1.
Silvered ^{SI}	+5 <i>silver scraps</i> *	+2	This weapon is considered silvered for the purposes of overcoming damage resistance.	This armor is shiny

- Supplemental Materials are doubled for weapons with the two-handed property or armor.
- ^{Magic} **Magic:** Difficulty modifier is reduced to +2 if combined with Mithral or Adamantine material modifiers.

ADDITIONAL ITEMS

TOWER SHIELD

Common

This is a massive unwieldy shield. While carrying it, your movement speed is reduced by 10 feet. At the end of each of your turns, pick a direction. You have half cover from attacks in a cone that direction. Alternatively, you can pick a single target, tracking the movement. You have half cover against attacks from that target (and only that target).

SPIKED SHIELD

Common

Your shield is considered a martial melee weapon, dealing 1d4 damage on hit.

RING

Common

This has no default statistical modifier, but can be enchanted or slotted for additional benefits. May look pretty.

BRACERS

Common

While wearing bracers, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding gaining +1 AC bonus AC against the triggering attack.

ADAMANTINE BRACERS

Uncommon

Adds +2 AC against the triggering attack. If this causes your AC to be exactly equal to the attack roll and the attacking weapon is made of a common metal, the attacking weapon is destroyed.

THUNDER CANNON

Requires attunement

The principle weapon of a Thundersmith. Deals 1d12 piercing damage, and has the Ammunition (60/180), Two-Handed, Loud, and Stormcharged properties.

- **Stormcharged.** When you use an action, bonus action, or reaction to attack with a Stormcharged Weapon, you can make only one Attack regardless of the number of attacks you can normally make. If you could otherwise make additional attacks with that action, the weapon deals an additional 3d6 lightning or thunder damage per attack that was foregone.
- **Loud:** Your weapon rings with thunder that is audible within 300 feet of you whenever it makes an attack.



BEYOND THE SYSTEM

While blacksmithing allows for a huge amount of custom creation, there will always be new things beyond the system.

The following is some guidelines for how to make something beyond the system.

- Trivial items should be composed of metal scraps, and have a DC in the range of 8-12. These represent things blacksmiths can easily make. Common items should require ingots, and have a DC of 12-18 depending if they are simple or exotic. Uncommon and rarer items should have uncommon and rarer materials matching their rarity.
- Blacksmithing alone can make magical weapons only to the extent that magical components are used.
- If you would like Blacksmithing alone to make fully magical swords, you can largely just take the materials from an equivalent enchanting recipe and add them to materials of the weapon, and then take the higher of the difficulty and crafting time of the projects.

WORK TOGETHER AND BE REASONABLE

The system is, by its nature, extremely extensible. Great pains have been taken to make things as "balanced" as possible. But this doesn't mean the rules transcend common sense. As a player, tell your DM what you want to make and be open to adjustments to how it would work. As a DM, tell players how their projects will work from the start, and be open to the idea they can make cool things... these crafted items are part of their "loot" and don't need to be "power neutral" as long as they are breaking anything.



CRAFTING MAGIC

FORGE FIRE

1st-level transmutation (ritual)

Classes: Artificer, Wizard

Casting Time: 1 minute

Range: 15 feet

Components: V, S

Duration: Concentration, up to 8 hours

A medium sized fire within range, such as a campfire, burns with unnatural heat within its embers for the duration. It gives off intense heat, dealing twice as much damage to any creature that takes damage from it and consumes materials twice as fast as normal. For the duration, it can serve as a forge to smelt nonmagical metals, and counts as a forge for the purposes of blacksmithing.

CRAFTING ITEMS

BLACKSMITH'S BELLOWS

Wonderous Item, Uncommon

These are a small set of portable bellows. Can be used to cast *forge fire* without expending a spell slot. Once used, they cannot be used again until dawn.

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- Bow of Magic Missiles: TheArenaGuy of [SpectreCreations](#)

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