

SMITH'S TOOLS



Smith's tools allow you to work metal, heating it to alter its shape, repair damage, or work raw ingots into useful items. Smith's tools include hammers, tongs, charcoal, rags, and a whetstone.

Having proficiency in smith's tools allows you to forge a variety of different types of weapons, armor, and other metal objects. Unless stated otherwise, crafting these items requires access not only to your tools, but to an open flame hot enough to make metal pliable as well as an anvil.

As your proficiency bonus increases, so does your mastery with your tools. There are five tiers of experience tied to the proficiency bonus you have with your tools. At each tier, your capabilities with the tool increase, and you learn new crafting methods.

CRAFTING MAGIC ITEMS

If you are using the rules for crafting magic items, proficiency with Smith's Tools allows you to use ingredients to forge magic items made of metal. Magic items have recipes that describe how they can be crafted. As your proficiency in Smith's Tools increases, you can learn recipes for different magic items, choosing from a list of options presented at each tier of proficiency. At the DM's discretion, you may be able to learn other recipes through research, learning from other craftsmen, or as uncovered knowledge during your adventures.

The details of the recipes listed here can be found at the end of this document, along with descriptions for the items not found in the DMG.

TOOL EXPERTISE

Having double proficiency with a tool counts towards determining what tier of mastery you have with that tool.

APPRENTICE (PROF. 2)

At apprentice tier, you have learned the basics of how to use your tool. If you are using the Custom Crafting rules, you gain access to the Apprentice level effects available to smiths. You also know the following skills.

METAL REPAIR

With access to your tools and an open flame hot enough to make metal pliable, you can restore 10 hit points to a damaged metal object for each hour of work.

FORGING METAL ITEMS

With access to your tools and an open flame hot enough to make metal pliable, you can forge mundane items made primarily out of metal. Forging the item requires metal ingredients or crafting supplies worth at least 80% of the item's total market value.

If the item is a pole weapon such as a spear or a weapon with the Reach property, half the metal ingredients may be substituted with wood or bone ingredients. If ingredients are being used, no more than 10 may be used to craft the item. Crafting the item requires a number of work hours equal to the item's market value divided by 10 (rounded up).

For every hour that you work on the item, subtract from the remaining hours a number of hours equal to your proficiency modifier. You may have up to one other individual with proficiency in Smith's Tools assist you in the item's creation. When working together, combine both your proficiency modifiers when subtracting from the remaining hours.

INGREDIENTS AND CRAFTING SUPPLIES

Ingredients and crafting supplies are explained in more detail in the Custom Crafting document. If you're not using ingredients in your adventures, you can just assume metal and wood ingredients are any items you find made of that material with a significant gold value.

Crafting supplies just represent generic supplies, such as metal ingots or lumber, that you can buy from a vendor.

WHETSTONES

As part of your smith's training, you know how to make magical whetstones that can be used to temporarily enhance a melee weapon. These whetstones can only be used once, afterwards they crumble into dust. As your proficiency increases, you learn to create more types of whetstones. The different types of whetstones you can create are listed later in this document.

COMMON SMITH'S RECIPES

As an Apprentice, you learn the methods for crafting common magic items made of metal. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training.

The recipes for these items can be found at the end of the document.

- Armor of Gleaming
- Cast-Off Armor
- Dread Helm
- Ear Horn of Hearing
- Horn of Silent Alarm
- Moon-Touched Sword
- Shield of Expression
- Smoldering Armor
- Veteran's Cane

APPRENTICE SMITH'S RECIPES

As an Apprentice, you also learn the methods for crafting more advanced magic items made of metal. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training.

The recipes for these items can be found at the end of the document.

- Helm of Comprehend Languages
- Trident of Fish Command
- Rubble Maker
- Storm Trident
- Riot Gear
- Jousting Lance

JOURNEYMAN (PROF. 3)

As a journeyman, you have advanced in your skill to the point where you've learned more sophisticated smithing techniques for working with more difficult metals. If you are using the Custom Crafting rules, you gain access to the Journeyman level effects available to smiths. You also know the following skills.

SECRETS OF METAL

You've learned the specialized training needed to work with either true silver or cold iron metals. When you become a journeyman, pick one of those two metals. You can now craft weapons, armor, shields out of that metal. Any item made from one of these metals is worth 200gp more than its normal version. True silver and cold iron cannot be combined in a single item.

TRUE SILVER

Silvered items are known for their effectiveness against devils and lycanthropes. However, crafting silver into an item while maintaining its utility is a delicate process requiring specialized training.

Creatures bound with shackles made of true silver cannot shape shift unless they pass a DC 16 Strength Saving throw. This save can be repeated once per day.

Weapons. Attacks made with silvered weapons overcome any damage resistances or immunities possessed by devils and lycanthropes. A shapeshifter struck by a silvered weapon must make a DC 13 Constitution saving throw or revert to its true form and be unable to shapeshift until the start of your next turn.

Armor. While wearing silvered armor, you have resistance to damage from natural weapons, spells, and spell-like abilities possessed by devils and lycanthropes.

Shields. If you are wearing a silvered shield you are proficient with, taking a dodge action gives you advantage on all saving throws caused by devils and lycanthropes until the start of your next turn.

COLD IRON

Cold Iron items are known for their effectiveness against fey and demons.

Cold iron items are not crafted using an open flame, making them extremely difficult to craft.

Creatures bound with shackles made of cold iron cannot turn invisible or teleport unless they pass a DC 16 Strength Saving throw. This save can be repeated once per day.

Weapons. Attacks made with cold iron weapons overcome any damage resistances or immunities possessed by demons and fey. A creature struck by a cold iron weapon must make a DC 13 Constitution saving throw or be unable to turn invisible or teleport until the start of your next turn.

Armor. While wearing cold iron armor, you have resistance to damage from natural weapons, spells, and spell-like abilities possessed by demons and fey.

Shields. If you are wearing a cold iron shield you are proficient with, taking a dodge action gives you advantage on all saving throws caused by demons and fey until the start of your next turn.

JOURNEYMAN SMITH'S RECIPES

As a journeyman, you learn more advanced item crafting techniques. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training.

The recipes for these items can be found at the end of the document.

- Sword of Sharpness
- Frost Brand
- Horseshoes of the Zephyr
- Mariner's Armor
- Horn of Blasting

EXPERT (PROF. 4)

As an expert, you are now accustomed to working rare, supernatural metals. If you are using the Custom Crafting rules, you gain access to the Expert level effects available to smiths. You also know the following skills.

SECRETS OF MAGICAL METAL

You've learned the specialized training needed to work with either mithral or adamantine metals. When you become a journeyman, pick one of those two metals. You can now craft weapons, armor, shields out of that metal. Any item made from one of these metals is worth 500gp more than its normal version. Adamantine and mithral cannot be combined in a single item.

ADAMANTINE

An extremely dense and robust metal favored by dwarves. Adamantine confers the following attributes to items.

Weapons. Attacks made with adamantine weapons against objects or structures automatically score a critical hit. See *Xanathar's Guide to Everything* pg.78 for rules on adamantine weapons.

Armor. While wearing adamantine armor, critical hits against you become normal hits. See the *Dungeon Master's Guide* pg.150 for more information.

Shields. If you are wearing a shield made of adamantine and you are proficient with it, you can use it to make an off hand attack for 1d6 + your Strength Modifier worth of bludgeoning damage. A strike with this attack against an object or structure automatically scores a critical hit.

MITHRAL

An extremely light and malleable metal favored by elves. Mithral confers the following attributes to items.

Weapons. Mithral weapons with the Heavy property lose the Heavy property. Mithral weapons without the Heavy property gain the Thrown property with a range of (15/30). If the weapon has the Light property, this range increases to (20/60). If the weapon already has the Thrown property, its range increases by (+10/+20).

Armor. If armor would normally impose disadvantage on Dexterity (Stealth) checks, the mithral version does not. See the *Dungeon Master's Guide* pg.182 for more information.

Shields. Mithral shields can be equipped and unequipped using an object interaction rather than an action. If you have proficiency with shields, you may also attack with it as though it were a Light Hammer. If you throw the shield and it doesn't have some way to automatically return to you, you lose its AC bonus until you equip it again.

MAGIC METALS IN CRAFTING

Any item crafted with adamantine or mithral is considered magical. When you find metal items and ingredients during your adventures, it is up to the DM whether or not they are composed of one of these magical metals.

In the case of ingredients, this does not effect its other properties or how much it contributes to Supply Cost of an item being crafted with it. Any item crafted with any amount of a special metal, gains the property of that metal. Gaining that property does not count against the number of magical effects that item has.

EXPERT SMITH'S RECIPES

As an expert, you learn more advanced item crafting techniques. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training.

The recipes for these items can be found at the end of the document.

- Elven Chain
- Flame Tongue
- Animated Shield
- Arrow Catching Shield
- Bracers of Defense
- Scimitar of Speed
- Dimensional Shackles
- Horseshoes of Speed
- Immovable Rod
- Lantern of Revealing

MASTER (PROF. 5)

As a master, you're skills with metal working allow you forge all but the mythic of items and manipulate the arcane energies within the metal components you craft. If you are using the Custom Crafting rules, you gain access to the Master level effects available to smiths. You also know the following skills.

MASTER SMITH'S RECIPES

As a master, you learn more advanced item crafting techniques. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training. The recipes for these items can be found at the end of the document.

- Rod of the Pact Keeper +1
- Chime of Opening
- Brazier of Commanding Fire Elementals
- Horn of Valhalla
- Dwarven Plate
- Giant Slayer
- Mace of Smiting
- Dragon Slayer
- Gauntlets of Ogre Power
- Mace of Disruption
- Mace of Terror
- Nine Lives Stealer
- Sunblade
- Helm of Telepathy

LEGEND (PROF. 6+)

As a legend, your skills as a smith are unmatched. There is no item beyond your skill and you can even forge legendary items whose legacies can last through the ages. If you are using the Custom Crafting rules, you gain access to the Legend level effects available to smiths. You also know the following skills.

LEGEND SMITH'S RECIPES

As a legend, you can learn the most advanced of item crafting techniques. Choose a number of recipes from the following list equal to your Intelligence modifier (minimum 1). You now know the recipes for those items as a part of your smith's training.

The recipes for these items can be found at the end of the document.

- Rod of the Pact Keeper +2, +3
- Rod of Security
- Rod or Lordly Might
- Rod of Alertness
- Rod of Absorption
- Rod of Rulership
- Plate Armor of Etherealness
- Hammer of Thunderbolts
- Dwarven Thrower
- Efreeti Chain
- Sentinel Shield

- Vorpal Sword
- Sword of Answering
- Spellguard Shield
- Weapon of Warning
- Armor of Invulnerability
- Defender
- Helm of Teleportation

WHETSTONES



Magical whetstones can be used to enhance a melee weapon by either sliding it along its edge or crushing it against its surface, causing the stone to crumble to dust as its magic passes to the weapon.

Whetstone Primary Material: Gem, Metal, or Stone

Whetstone Invalid Material: Cloth, Bone, Hide, Parchment, Wood

CHAOS STONE

This whetstone is infused with elemental chaos. Its effect lasts for one minute or until the weapon is used to make a successful attack. After hitting with a melee attack with the enhanced weapon, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attacks damage type, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. A creature can be targeted only once by each use of this effect. By spending more on the whetstone's creation, its Level can be increased, thereby increasing its damage. This can be done up to 3rd Level.

Creation Requirements: Blacksmithing Tools.

Crafting Time: 2 Hours.

Recipe: 80gp worth of Crafting Supplies, including:

- 1 Common Ingredient of the Primary Material
- 2 Mundane Ingredients with Chaotic Energy

At Higher Ranks:

Rank	Recipe	Damage	Crafting Time (hrs.)
1	80gp: 1 Cmmn Prmry, 2 Mndn Chtc	1d6	2
2	160gp: 1 Uncmn Prmry, 1 Cmmn Chtc	2d6	2
3	240gp: 1 Uncmn Prmry, 1 Cmmn Chtc	3d6	3