**Smith’s Tools**

**Apprentice**

**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 Mundane Weapons, Armor, and 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 worth at least 80% of the item’s total value. If the item is a pole weapon such as a spear or a weapon with the Reach property, it requires metal ingredients worth at least 40% of its total value and wood or bone ingredients worth at least 40% its total value. No more than 10 ingredients may be used to craft the item. Crafting the item requires a number of work hours equal to: **Item Market Value/10 (Rounded Up).**

For every hour that you work on the item, subtract a number of remaining 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.

**Whetstones:** As part of your Blacksmith 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 *Blacksmith Whetstones* document lists all of the different whetstones and the proficiency levels at which you learn their recipes.

**Custom Blacksmith Crafting:** You can forge weapons and armor with custom magical properties. The *Blacksmith: Experimental Crafting* document provides the template for doing so.

**Common Recipes:** Choose a number of recipes from the following list equal to your Intelligence modifier (Minimum 1). You now know the Blacksmithing recipes for those items as part of your training.

* 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 Recipes:** Choose a number of recipes from the following list equal to your Intelligence modifier (Minimum 1). You now know the Blacksmithing recipes for those items as part of your training.

* Helm of Comprehend Languages
* Trident of Fish Command
* Rubble Maker
* Storm Trident

**Journeyman**

**Secrets of Metal:** Learn how to incorporate one of the following metals into weapons and armor **Coming Soon(ish)!**

* Adamantine
* Mithril

**Journeyman Recipes:**

* Sword of Sharpness
* Frost Brand
* Horseshoes of the Zephyr
* Mariner’s Armor
* Horn of Blasting

**Expert**

**Expert Recipes:**

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

\*But not cursed

**Master**

**Master Recipes:**

* Rod of the Pact Keeper +1
* Chime of Opening
* Brazier of Commanding Fire Elementals
* Horn of Valhalla (All Three Types)
* 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**

**Legendary Recipes:**

* Rod of the Pact Keeper +2
* Rod of the Pact Keeper +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