



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 their work for them 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.

RELATED TOOL

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

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.

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 blacksmith's tools to craft the option using the number of hours listed in the Crafting Time column.
- For every 2 hours, make a crafting roll of 1d20 + your Strength modifier + your proficiency bonus with blacksmith's 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.

MAGICAL FORGES

The worlds of the planar multiverse are 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: for example, a forge at the heart of a volcano or atop an ever-frozen glacier, which might imbue items crafted there with special properties.

CRAFTING ROLL

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

Blacksmithing Modifier = your Blacksmith's Tools proficiency bonus + your Strength modifier



SUCCESS AND FAILURE

After you make a crafting roll, if you succeed, you make 2 hours of progress toward the total crafting time (and have completed one of the required checks for making an item).

Checks for Blacksmithing do not need to be immediately consecutive. If you fail three times in a row, all progress and materials are lost and can no longer be salvaged. 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.

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	60 gp
Icesteel Ingot	Uncommon	60 gp
Darksteel Ingot	Uncommon	60 gp
Firesteel Ingot	Uncommon	60 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 in 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 gp 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 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 2 hours, a Blacksmith can maintain a number of weapons or sets of armor equal to their proficiency bonus, granting each weapon or armor maintained 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 doesn't require an action, but once rolled it is spent and can't 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 the go. Over the course of 2 hours, you 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 a -1 penalty to its attack rolls until fixed). You can perform one of the following modifications:

- You can weight a weapon, giving it the heavy property. If it did not already have the two-handed property, it gains the two-handed 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 its attack rolls or AC. Over the course of 2 hours, you can repair this damage, though at the discretion of the GM 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.

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>ingot</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>ingot</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>ingots</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>ingots</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>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 13	Common	20 gp
Longsword	4 <i>ingots</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>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 14	Common	15 gp
Pike	3 <i>ingots</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>ingots</i>	4 hours	2	DC 14	Common	25 gp
Shortsword	2 <i>ingots</i>	4 hours	2	DC 12	Common	10 gp
War Pick	2 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	10 gp
War Hammer	4 <i>ingots</i> 1 <i>short haft</i>	4 hours	2	DC 12	Common	15 gp

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> 1 <i>armor padding</i>	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> 1 <i>armor padding</i>	28 hours	14	DC 17	common	750 gp
Ring mail	4 <i>ingots</i> 1 <i>armor padding</i>	10 hours	5	DC 11	common	30 gp
Chain mail	9 <i>ingots</i> 1 <i>armor padding</i>	14 hours	7	DC 13	common	75 gp
Splint	12 <i>ingots</i> 1 <i>armor padding</i>	28 hours	14	DC 14	common	200 gp
Plate	30 <i>ingots</i> 1 <i>armor padding</i>	56 hours	28	DC 17	common	1,500 gp

DEFENSIVE ITEMS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
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

Shields and bracers can't benefit from armor crafting modifications.

MISCELLANEOUS 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 ingots</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
Helmet*	2 <i>ingots</i>	8 hours	4	DC 12	common	12 gp

The effects of a helmet are included in armor, this entry is largely to allow for standalone helmet creation for enchanters.

TOOLS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Blacksmith's 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

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	60 gp
Parts	5 <i>metal scraps</i>	4 hours	2	DC 9	common	2 gp
5 x Buckle	5 <i>metal scraps</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
10 x Iron Ingots ^s	10 <i>ore</i>	4 hours	2	DC 5	common	10 gp
10 x Steel Ingots ^s	10 <i>ore</i> 1 <i>supplies</i>	4 hours	2	DC 8	common	20 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
Fancy Parts	1 <i>ingot</i>	4 hours	2	DC 12	common	10 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
Mithril Ingot ^s	1 <i>mithril ore</i>	2 hours	1	DC 15	uncommon	30 gp
Adamantine Ingot ^s	1 <i>admant ore</i>	2 hours	1	DC 16	uncommon	60 gp
Icesteel Ingot ^s	1 <i>icesteel ore</i> 1 <i>common primal essence</i>	2 hours	1	DC 16	uncommon	60 gp
Firesteel Ingot ^s	1 <i>firesteel ore</i> 1 <i>common primal essence</i>	2 hours	1	DC 16	uncommon	60 gp
Darksteel Ingot ^s	1 <i>darksteel ore</i> 1 <i>common arcane essence</i>	2 hours	1	DC 16	uncommon	60 gp

^s Smelting ore requires specialized facilities. This can usually be accomplished in a fully equipped smithy, but consult your GM for where it might be appropriate. Adventurers rarely smelt their own ore, these are included primarily for informational purposes. Smelting magical ores may require more specialized facilities or locations.

FIREARMS*

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
10 x Thunder Cannon Ammo	2 <i>ingots</i>	2 hours	1	DC 15	common	20 gp
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
Thunder Cannon ^k	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 and Thunder Cannons are not found in all settings. Consult your GM.

CUSTOM WEAPON GUIDE

At first glance, it seems that the weapon selection in 5e 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 a 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 (e.g. 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. You can't divide dice to be lower than d4.

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 GM can waive the restriction on heavy property requiring two-handed property but should be aware it opens the door to combining feats for great weapons with the use of shields.
- 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 ^K	3 gp	1d4 piercing	2 lbs.	Finesse, Versatile (1d6)
Sturdy 10-Foot Pole ^K	1 sp	1d6 bludgeoning	5 lbs.	Reach, Two-handed
Chain ^K	5 gp	1d4 bludgeoning	10 lbs.	Reach
Heavy Greatclub ^K	3 gp	1d10 bludgeoning	15 lbs.	Two-handed, Heavy
Brass Knuckles ^K	2 sp	1d4 bludgeoning	2 lbs.	Light

MARTIAL WEAPONS

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

EXAMPLE TEMPLATE WEAPON CRAFTING

SIMPLE WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
Finesse Spear ^K	1 <i>ingot</i> 1 <i>long haft</i>	2 hours	1	DC 15	Common	13 gp
Sturdy 10-Foot Pole ^K	1 <i>extra long haft</i>	0 hours	0	DC 0	Common	1 sp
Chain ^K	2 <i>ingots</i>	2 hours	1	DC 14	Common	5 gp
Heavy Greatclub ^K	2 <i>ingots</i> 3 <i>short hafts</i>	2 hours	1	DC 14	Common	12 gp
Brass Knuckles ^K	1 <i>ingot</i>	2 hours	1	DC 13	Common	10 gp

MARTIAL WEAPONS

Name	Materials	Crafting Time	Checks	Difficulty	Rarity	Value
War Spear ^K	4 <i>ingots</i> 1 <i>long haft</i>	4 hours	2	DC 16	Common	110 gp
Long Chain Flail ^K	2 <i>ingots</i> 1 <i>short haft</i> 1 <i>chain</i>	4 hours	2	DC 17	Common	110 gp
Finesse Glaive ^K	1 <i>ingot</i> 1 <i>long haft</i>	4 hours	2	DC 21	Common	450 gp
Saber ^K	2 <i>ingot</i>	4 hours	2	DC 18	Common	170 gp
Broadsword ^K	3 <i>ingots</i>	4 hours	2	DC 15	Common	42 gp
Katana ^K	3 <i>ingots</i>	4 hours	2	DC 20	Common	175 gp
Cestus ^K	2 <i>ingots</i>	4 hours	2	DC 16	Common	70 gp

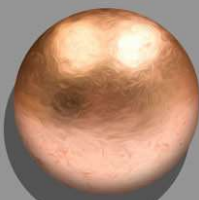
- Custom Weapons are a bit more expensive than normal weapons. This is a reflection of their customization and greater difficulty to craft, is derived from their crafting DC.



BRASS



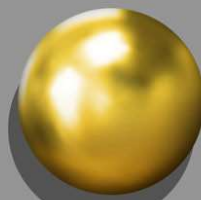
BRONZE



COPPER



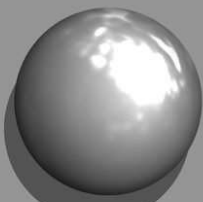
ELECTRUM



GOLD



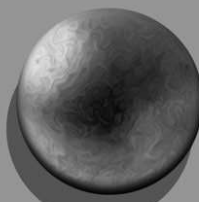
PLATINUM



SILVER



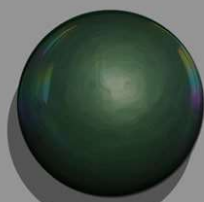
STEEL



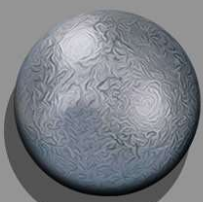
IRON



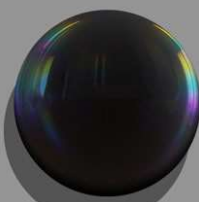
COLD IRON



ADAMANTINE



MITHRAL



ADAMANT



ICESTEEL



DARKSTEEL

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 a −1 penalty to its AC. Gains the Fragile property.
Cold Iron (Meteoric Iron)	−2	Gains the Fragile property.	Gains the Fragile property.
Adamantine	+7	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	+5	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 4, 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	+6	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	+6	A weapon forged from icesteel deals an extra 1d4 cold damage on hit.	Wearing armor forged from icesteel grants resistance to Fire damage.
Fire Steel	+6	A weapon forged from firesteel deals an extra 1d4 fire damage on hit.	Wearing armor forged from firesteel grants resistance to Cold damage.

CRAFTING MODIFIERS

Modifier	Difficulty Modifier	Weapon Effect	Armor Effect
Aerodynamic	+4	The weapon gains the Thrown (10/30) property if it doesn't 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)	+4	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	+5	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 doesn't 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	+6 ^{MW}	A Masterwork weapon gains +1 to attack rolls. Removes the fragile property if present.	A set of Masterwork armor gains a Damage Reduction ^{DR} value of 2. Removes the fragile property if present.
Segmented	+4	—	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 Enchanter.
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 doesn't cause a failure, but the resulting weapon is only a Masterwork if all crafting rolls succeed 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 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 common arcane essences 2 uncommon arcane essence*	+8 ^{Magic}	Weapon adds +1 to attack and damage rolls.	Armor AC is increased by +1.
Silvered	+5 silver scraps*	+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 +3 if combined with Mithral or Adamantine material modifiers.

ADDITIONAL ITEMS

TOWER SHIELD

Common

This is a massive unwieldy shield. While carrying it, your 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.

BRACERS

Common

While wearing bracers and not using a shield, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding +2 AC bonus against the triggering attack.

ADAMANTINE BRACERS

Uncommon

While wearing bracers and not using a shield, as a reaction to being hit by an attack, you can attempt to parry the attack with your bracer, adding +2 AC bonus 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 extra 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 GM what you want to make and be open to adjustments to how it would work. As a GM, 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 aren’t breaking anything.

