

Blacksmithing:

Defined, Refined, and Usable

From the highest of kings to the lowest of street urchins, the creations of metal workers are ubiquitous; everyone the world over knows the value of metalwork. Adventurers need weapons, farmers need tools, and royalty need jewelry; all these must come from the skilled hands of a metalworker. While a blacksmith may shoe a horse or craft a nail and a goldsmith may forge a ring and a tinsmith create a pot, all are valued as none other for their craft and the impact it has daily.

The tool “Smith’s Tools” (PHB 154) has no definition in the Player’s Handbook. The set of smith’s tools contains the following items: Bartwister, Cutting/Slitting Chisel, Flatter, Hammer, Pliers, Punch, and Tongs. This supply kit can be used to craft items using the metalworking skill.

The smith’s tools kit allows for the creation of multiple items; agricultural implements, armors, art, cooking utensils, furniture, gates, jewelry, tools, weaponry. Characters can use their skill to create any of these items providing they have the materials to craft them. Most items are common and useful, but some can be specially crafted with extra care and skill to perform beyond the limits of their kin and thus be referred to as masterwork items.

Characters with proficiency in smith’s tools have the following skills:

- Identify metals and ores which are used in the metalworking crafts
- Craft any item of metal, provided they have the raw material and proper workspace
- Appraise the value of metalwork objects, for craftsmanship, functionality, and value, with a successful Knowledge Craft (INT) check, DC 15
- Practice the trade to receive wages from a functioning smithy; which can include training/supervision of unskilled laborers earning the result of a skill; Knowledge Craft (INT) check for 1 week’s work in Silver Pieces.

Smithy

Crafting an item using the Smith’s Tools requires more than the simple tool provided in the Players Handbook, although the tools are required a workspace is also required, a smithy. The smithy is the actual workspace of metal workers, it contains the necessary aspects of the trade which cannot be transported easily; anvil, bellows, cooling vats, forge, and raw material. A smithy is usually a large structure with ample open space to move large and unwieldy items throughout the crafting process.

Crafting Process

To craft an item using the metalworking skill a character needs the following; proficiency in the skill, a smithy, the raw materials. Once a character has met these requirements they can attempt to craft any metal item they choose. Any item a character chooses to craft requires time to complete the process. Items do not need to be attended while the character is not actively crafting them, a partially crafted item can lay in wait for the process to be finished for an indefinite amount of time without any adverse effect.

Raw materials cost 1/3 the price of the item to be crafted; this includes the cost of crafting material, forge time, unskilled assistants, fuel, wasted material, and a modest lifestyle throughout the crafting process. In the case of crafting with rare materials like adamantine or mithral, characters may have to discover the raw material before they can craft the item.

The time requirement to craft an item is a function of the item’s value and the amount of work a character can complete in one day; wherein the time required to completely craft an item is equal to 1 day per 50gp of the item’s value, and any fraction thereof. Thus it takes 1 day to make to craft a 1-50gp item, 2 days to craft a 51-100gp in value, 3 days to craft an item of 101-150gp and so it goes.

At the end of each day a character makes a craft check adding their proficiency bonus to the roll, equal to the item’s DC, to determine the day’s result. If this roll is a success the day was productive, if this rolls succeeds by 5 or more the day’s work produced the results of 2 day’s work. If this roll is a failure the day was not productive and no progress was made, if it fails by 5 or more half the raw material is ruined and the character must pay 1/2 the raw material cost to continue.

Sometimes characters do not need to make an item, but only to repair an item that is already crafted. To repair an item costs 1/5 the value of the item in raw materials and has the same DC as crafting the item. The DC to craft to items is described at the end table, DM’s may alter the DC to suit the needs of their campaigns or may set their own DC’s for items not listed.

Masterwork Items

Masterwork items are items that are extraordinarily well crafted. These items are not magical in anyway, they are the prime examples of their type whose meticulous craftsmanship grants special bonuses to the user. An item must be crafted as a masterwork item when it is first crafted, it is impossible to add the masterwork quality to an item after it is crafted. Masterwork armor allows a maximum dexterity bonus of +3 on medium armor and a maximum dexterity bonus of +1 on heavy armor. Masterwork tools grant the user advantage on skill checks when using them. Masterwork weapons grant a +1 on attack rolls, but no bonus on damage rolls.

Crafting Masterwork Items

The creation of masterwork items uses the same process as a standard item of its type, the special care required to make a masterwork item is reflected in its crafting DC and value and thus in its time required to craft it. Masterwork items are considerably more expensive than their standard versions, a masterwork weapon is 300gp more than its standard version, thus a masterwork long sword is 315gp; masterwork armor is 150gp more expensive than its standard version, thus masterwork plate is 1,650gp.

New Metalworking Items

Composite Bow: Crafted of thin metal and fitted with pulleys, this bow grants no attack bonus, but allows an archer to utilize an above average strength on damage rolls. Composite bows are strength rated weapons and characters who do not have the appropriate strength cannot use them, the strength rating allows a character to add their strength modifier to the damage roll. A character can use a strength rated bow below their strength, but can only add the strength rating which the bow is rated. A character cannot use a Composite Bow rated above their strength as they cannot pull the string back. Composite Bows come in long and short and are strength rated from Strength 12 to Strength 20.

Short Bow				
	Cost	Damage	Weight	Properties
Strength 12-13	150gp	1d6+1 Piercing	3lb	Ammunition (Range 80/320), 2 handed
Strength 14-15	225gp	1d6+2 Piercing	3lb	Ammunition (Range 80/320), 2 handed
Long Bow				
Strength 12-13	200gp	1d8+1 Piercing	4lb	Ammunition (Range 150/600), 2 handed
Strength 14-15	300gp	1d8+2 Piercing	4lb	Ammunition (Range 150/600), 2 handed
Strength 16-17	400gp	1d8+3 Piercing	4lb	Ammunition (Range 150/600), 2 handed
Strength 18-19	500gp	1d8+4 Piercing	4lb	Ammunition (Range 150/600), 2 handed
Strength 20-21	600gp	1d8+5 Piercing	4lb	Ammunition (Range 150/600), 2 handed

Katana: While functionally a bastard sword, the katana is the most masterfully made non-magical weapon in existence. It is always masterwork and grants a +1 on attack rolls.

	Cost	Damage	Weight	Properties
Katana	400gp	1d8 Slashing	6lb	Versatile (1d10)

Military Plate Mail: Crafted of thin plates as is standard plate armor, military plate is designed for generals. This armor absorbs 1 point of physical damage from every attack that strikes the wearer until it has absorbed 100 points of damage. After it absorbs the full 100 points of damage it functions as standard plate until it is repaired.

	Cost	Armor Class	Strength	Stealth	Weight
Military Plate	2,500gp	18	Str 15	Disadvantage	65lb

Crafting DC Table

Item	DC	Raw Material Cost
ARMOR		
Studded Leather	14	15gp
Studded Leather, Masterwork	19	65gp
Chain Shirt	15	34gp
Chain Shirt, Masterwork	20	84gp
Scale Mail	16	34gp
Scale Mail, Masterwork	21	84gp
Breast Plate	16	134gp
Breast Plate, Masterwork	21	184gp
Half Plate	17	250gp
Half Plate, Masterwork	22	300gp
Ring Mail	16	10gp
Ring Mail, Masterwork	21	60gp
Chain Mail	18	25gp
Chain Mail, Masterwork	23	75gp
Plate	19	500gp
Plate, Masterwork	24	550gp
Plate, Military	25	834gp
Shield	20	4gp
ITEMS		
Arrows (20)	12	4sp
Arrow, Masterwork (1)	17	2gp
Bolts (20)	12	4sp
Bolts, Masterwork (1)	17	2gp
Bullets (20)	12	4sp
Bullets, Masterwork (1)	17	2gp
Bell	15	4sp
Crowbar	5	7sp
Ewer, Tin	10	2sp
Hammer	10	4sp
Hammer, Sledge	10	7sp
Holy Symbol, Amulet	15	2gp
Holy Symbol, Emblem	15	2gp
Holy symbol, Reliquary	15	2gp
Horseshoe	10	2cp
Hunting Trap	12	2gp
Lantern, Bullseye	15	4gp
Lantern, Hooded	15	2gp
Lock, Average	10	4gp
Lock, Poor	15	2gp
Lock, Superior	20	8gp
Manacles	15	7sp
Mirror, Steel	10	2gp
Pick, Miner's	10	7sp
Piton	5	2cp
Pot, iron	10	7sp
Scale, Alchemist's	15	2gp
Scale Merchant's	15	2gp
Shovel	10	7sp
Signal Whistle	15	2sp
Signet Ring	15	2gp
Spikes, Iron	5	4sp
Spyglass	20	334gp

Item	DC	Raw Material Cost
JEWELRY		
Anklet	12	*
Anklet with Pendant	15	*
Bangle	12	*
Bangle with Jewel	15	*
Bracelet	12	*
Bracelet with Jewel	15	*
Brooch	15	*
Brooch with Jewel	18	*
Choker	12	*
Choker with Pendant	15	*
Circlet	15	*
Circlet with Pendant	18	*
Crown	20	*
Crown with Jewels	25	*
Diadem	18	*
Earring	10	*
Earring with Pendant	12	*
Locket	15	*
Locket with Jewel	18	*
Medallion	12	*
Necklace	12	*
Necklace with Pendant	15	*
Ring	12	*
Ring with Jewel	15	*
Tiara	15	*
TOOLS		
Calligrapher's	12	4gp
Cartographer's	12	5gp
Cobbler's	12	2gp
Cook's	12	4sp
Jeweler's	15	9gp
Jeweler's, Masterwork	20	59gp
Leatherworker's	12	2gp
Mason's	12	3gp
Smith's	10	7gp
Thieves'	15	9gp
Thieves', Masterwork	20	59gp
Tinker's	12	17gp
Woodcarver's	12	4sp
WEAPONS		
Axe, Battle	15	3gp
Axe, Battle, Masterwork	20	103gp
Axe, Great	15	10gp
Axe, Great, Masterwork	20	110gp
Axe, Hand	12	2gp
Axe, Hand, Masterwork	17	102gp
Bow, Long Strength 12-13	17	67gp
Bow, Long Strength 12-13, Masterwork	22	167gp
Bow, Long Strength 14-15	19	100gp
Bow, Long Strength 14-15, Masterwork	24	200gp
Bow, Long Strength 16-17	21	134gp
Bow, Long Strength 16-17, Masterwork	26	234gp

Item	DC	Raw Material Cost
Bow, Long Strength 18-19	23	167gp
Bow, Long Strength 18-19, Masterwork	28	267gp
Bow, Long Strength 20-21	25	200gp
Bow, Long Strength 20-21, Masterwork	30	300gp
Bow, Short Strength 12-13	17	50gp
Bow, Short Strength 12-13, Masterwork	22	150gp
Bow, Short Strength 14-15	19	75gp
Bow, Short Strength 14-15, Masterwork	24	175gp
Dagger	12	7sp
Dagger, Masterwork	15	100gp 7sp
Dart	12	2cp
Dart, Masterwork	17	100gp 2cp
Flail	15	3gp
Flail, Masterwork	20	103gp
Glaive	15	7gp
Glaive, Masterwork	20	107gp
Halberd	15	7gp
Halberd, Masterwork	20	107gp
Hammer, Light	12	7sp
Hammer, Light, Masterwork	17	100gp 7sp
Hammer, War	15	5gp
Hammer, War, Masterwork	20	105gp
Javelin	12	2sp
Javelin, Masterwork	17	100gp 2sp
Katana	21	134gp
Lance	15	4gp
Lance, Masterwork	20	104gp
Mace	12	2gp
Mace, Masterwork	17	102gp
Maul	15	4gp
Maul, Masterwork	20	104gp
Morningstar	15	5gp
Morningstar, Masterwork	20	105gp
Pick, War	15	2gp
Pick, War, Masterwork	20	102gp
Pike	15	2gp
Pike, Masterwork	20	102gp
Rapier	15	9gp
Rapier, Masterwork	20	109gp
Scimitar	15	9gp
Scimitar, Masterwork	20	109gp
Sickle	12	4sp
Sickle, Masterwork	17	100gp 4sp
Spear	12	4sp
Spear, Masterwork	17	100gp 4sp
Sword, Great	15	17gp
Sword, Great, Masterwork	20	117gp
Sword, Long	15	5gp
Sword, Long, Masterwork	20	105gp
Sword, Short	15	5gp
Sword, Short, Masterwork	20	105gp
Trident	15	5gp
Trident, Masterwork	20	105gp

*Raw Material Cost varies dependent upon items final value

Shameless Self Promotion

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Now, let's roll some dice and some fun.... (After you finish reading my stuff!)

Stay Awesome,

Chris