

Homebrewed Crafting: Blacksmith

Design Notes

The following D&D 5E design of the Blacksmith craft was created to provide an option for those pursuing a method of creating weapons and armor. This design provides details of the types of crafting, the materials required, different types of accelerants and their suggested crafting times. As with any type of custom homebrewery, feel free to tweak these parameters to fit your world.

Blacksmithing

There are three basic types of blacksmiths: **Weaponsmith**, **Armorer** and general **Smithy**. All three require the Smith's Tools Proficiency.

Blacksmithing is NOT used to create magical weapons unless the magic is already inherently embedded in the material used to make the item.

Weaponsmith

The Weaponsmith specializes in, you guessed it, Weapons. The Weaponsmith rolls with Advantage when using his smith's tools proficiency to create a Weapon. Alternatively, the Weaponsmith rolls with Disadvantage when using his smith's tools proficiency to create Armor.

Armorer

The Armorer specializes in, yep, Armor. The

Armorer rolls with Advantage when using his smith's tools proficiency to create Armor. Alternatively, the Armorer rolls with Disadvantage when using his smith's tools proficiency to create a Weapon.

Smithy

The Smithy works equally with Weapons and Armor. However, he cannot match the expert craftsmanship of the Weaponsmith or Armorer. The Smithy does not roll with Advantage OR Disadvantage when using his smith's tools proficiency to create Weapons or Armor.

Component Materials

The type of material used to craft weapons and armor can vary greatly. Feel free to add your own flavor of ores and/or crafting components to your liking. The following components represent a good building block.

Iron (common items)

Iron is the most common crafting material throughout the lands. This is the staple as to what 95% of all weapons are made from. Every blacksmith apprentice has honed his practice upon this basic resource. The selling price of Iron is usually right around 25 SP per cubic inch, but buying in bulk may lower the cost. Iron produces all types of simple and martial weapons found within the PHB.

Steel (+1, +2 and +3 items)

Steel is a pricey and uncommon crafting material throughout the lands. Steel is required to create a finely crafted weapon or armor. Steel weapons and armor provide better balance and durability. As such, Steel can produce +1 (uncommon), +2 (rare) and +3 (very rare) items. With all finely crafted

items, a great risk is chanced when forging items of such great craftsmanship. One small mistake can ruin the forging process. Such mistakes may reduce the results or may even ruin it. The price of Steel is typically 3X that of iron. Steel produces all types of simple and martial weapons found within the PHB.

Adamantine (Rare)

Adamantine is a rare crafting material and generally weighs 1.5X more than traditional crafting material. Adamantine mines are few and far between, but highly sought after. Since Adamantine is heavier and harder than steel, this property can give a weapon more force with which to inflict damage. In armor, Adamantine can prevent even the deadliest of blows from inflicting their maximum damage. The price of Adamantine varies greatly, depending upon what part of the realm you are in, but usually runs between 2 and 4 times the price of Steel. Adamantine produces all types of simple and martial weapons found within the PHB.

Weapon Properties: Gains 1 level in weight/properties and damage. Max level gain = 3.

Weight/Properties:
Light/Thrown<Finesse<One-handed<Versatile
<Heavy/Two-Handed<Heroic (Heroic requires 20 STR).

As a general rule, the damage goes up one die level. Heroic Adamantine Weapons deal 1d8 + 1d6 damage.

Armor Properties: Gains 1 level in weight and corresponding stats (per page 145 of PHB) and reduces any critical hit damage (see below). Does NOT require proficiency in increased level. Max level gain = 3.

Heroic Adamantine Armor is 1 level above plate with the following stats: AC=19, 17

STR Req'd, Stealth Disadvantage, Weight = 100 lbs

Critical damage is resisted (halved).

Shields of Adamantine are limited to 1 level gain with the following properties: AC +3, 13 STR Req'd, Stealth = Disadvantage, weight = 12 lbs

Mithril (Rare)

Mithril is a rare crafting material and generally weighs 50% of traditional crafting material. Mithril mines were first discovered by the dwarves, but are now mined by any race lucky enough to find its rich veins deep within remote mountains. Because of the lightweight properties of mithril, all weapons made from this material are lighter and thus, easier to wield. Armor crafted by this material is also much lighter and enhances the wearers ability to sneak without the normal clanks and chatter of traditional armor. Mithril usually costs between 2 and 4 times the cost of Steel. Mithril produces all types of simple and martial weapons found within the PHB.

Weapon Properties: Drops 1 level in weight/properties, but damage remains unchanged. Max level drop = 3.

Weight/Properties: Silent (Requires 20 DEX)<Light/Thrown<Finesse<One-handed<Versatile<Heavy/Two-Handed.

Silent Weapons are lightweight, superbly balanced and can inflict viscous wounds. An attack roll of 19 or 20 will cause a critical hit.

Armor Properties: Drops 1 level in weight and the corresponding stats except for AC (per page 145 of PHB). Does NOT require proficiency in decreased level. Max level drop = 3.

Silent Mithril Armor is 1 level below leather with the following additional requirements and stats: 20 DEX Req'd, Stealth = Advantage, Weight = 5 lbs

Shields of Mithril are limited to 1 level drop with the following properties: AC +3, weight = 3 lbs

Dragonscale (Rare)

Dragonscale is a highly sought after prize for any adventurer. The type of dragon will determine the both the physical properties and the potential magic properties. Metallic scales possess the same physical attributes as Adamantine, while Colored scales possess the physical properties of Mithril. The potential magical properties of Dragonscale can make ordinary weapons and armor valuable beyond measure. Weapons crafted from the scales of dragons have a small chance of inflicting additional magical damage inherent to the type of dragon. Armor crafted from this material also has the same chances of adding additional magical resistance inherent to the type of dragon. Because of the potential magical properties and the scarcity of true dragon hunters, Dragonscale can cost around 10 times more than Adamantine. The age of the scales harvested from a dragon will determine the resilience of the innate magical properties of the scales. Dragonscale produces all types of simple and martial weapons found within the PHB.

Weapons:

Physical Properties: See Mithril (Colored Dragon) or Adamantine (Metallic Dragon) for properties.

Magical Properties: When successful, adds ½ of weapons normal damage (rounded down to nearest die) in magical damage (minimum of 1d4).

Armor:

Physical Properties: See Mithril (Colored Dragon) or Adamantine (Metallic Dragon) for properties.

Magical Properties: When successful, adds magical resistance.

Shields of Dragonscale are limited to 1 level gain/drop similar to Adamantine/Mithril with the potential magical properties of Dragonscale Armor.

Dragon Type	Chance of Innate Magic
Wyrmling	10%
Young	25%
Adult	50%
Ancient	75%



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Blacksmith Crafting Table

Item	Base Material:	Iron	Steel +1	Steel +2	Steel +3	Adamantine	Adamantine +1	Adamantine +2	Mithril	Mithril +1	Mithril +2	Dragonscale	Dragonscale +1	Dragonscale +2	
		DC Required:	13	15	17	19	18	19	20	18	19	20	18	19	20
		Minimum Lvl Req'd:	3	3	7	11	7	11	15	7	11	15	7	11	15
Mat'l Req'd (cubic inches)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	Time to Craft (Hours)	
Simple Melee Weapons															
Dagger	4	1	1	3	5	4	5	6	4	5	6	5	6	8	
Handaxe	10	2	3	6	13	10	13	16	10	13	16	13	16	19	
Javelin	10	0.2	0.3	0.6	1	1	1	2	1	1	2	1	2	2	
Light Hammer	10	1	1	3	5	4	5	6	4	5	6	5	6	8	
Mace	10	2	3	6	13	10	13	16	10	13	16	13	16	19	
Sickle	4	0.3	0.6	1	3	2	3	3	2	3	3	3	3	4	
Spear	4	0.3	0.6	1	3	2	3	3	2	3	3	3	3	4	
Martial Melee Weapons															
Battleaxe	20	3	6	13	26	19	26	32	19	26	32	26	32	38	
Flail	20	3	6	13	26	19	26	32	19	26	32	26	32	38	
Glaive	20	6	13	26	51	38	51	64	38	51	64	51	64	77	
Greataxe	40	10	19	38	77	58	77	96	58	77	96	77	96	115	
Greatsword	40	16	32	64	128	96	128	160	96	128	160	128	160	192	
Halberd	20	6	13	26	51	38	51	64	38	51	64	51	64	77	
Lance	15	3	6	13	26	19	26	32	19	26	32	26	32	38	
Longsword	25	5	10	19	38	29	38	48	29	38	48	38	48	58	
Maul	20	3	6	13	26	19	26	32	19	26	32	26	32	38	
Morningstar	15	5	10	19	38	29	38	48	29	38	48	38	48	58	
Pike	10	2	3	6	13	10	13	16	10	13	16	13	16	19	
Rapier	15	8	16	32	64	48	64	80	48	64	80	64	80	96	
Scimitar	20	8	16	32	64	48	64	80	48	64	80	64	80	96	
Shortsword	10	3	6	13	26	19	26	32	19	26	32	26	32	38	
Trident	10	2	3	6	13	10	13	16	10	13	16	13	16	19	
Warpick	5	2	3	6	13	10	13	16	10	13	16	13	16	19	
Warhammer	15	5	10	19	38	29	38	48	29	38	48	38	48	58	
Light Armor															
Padded	8	na	3	6	13	10	13	16	10	13	16	13	16	19	
Leather	10	na	6	13	26	19	26	32	19	26	32	26	32	38	
Studded Leather	13	na	29	58	115	86	115	144	86	115	144	115	144	173	
Medium Armor															
Hide	12	na	6	13	26	19	26	32	19	26	32	26	32	38	
Chain Shirt	25	16	32	64	128	96	128	160	96	128	160	128	160	192	
Scale Mail	45	16	32	64	128	96	128	160	96	128	160	128	160	192	
Breastplate	40	128	256	512	1024	768	1024	1280	768	1024	1280	1024	1280	1536	
Half Plate	60	240	480	960	1920	1440	1920	2400	1440	1920	2400	1920	2400	2880	
Heavy Armor															
Ring Mail	40	10	19	38	77	58	77	96	58	77	96	77	96	115	
Chain Mail	55	24	48	96	192	144	192	240	144	192	240	192	240	288	
Splint	60	64	128	256	512	384	512	640	384	512	640	512	640	768	
Plate	100	480	960	1920	3840	2880	3840	4800	2880	3840	4800	3840	4800	5760	
Shield	6	3	6	13	26	19	26	32	19	26	32	26	32	38	

Crafting Time Variants

Forge Accelerants Requirements

The accelerant used in the forging process will greatly impact the amount of time it takes to complete the item.

<u>Accelerant</u>	<u>Effect on Crafting Time</u>
Wood	1.5X Crafting Time
Coal	no effect
Pyrite	0.75X Crafting Time
Illuminite	0.5X Crafting Time

A typical forge requires ¼ of a crate of coal per day. A crate of coal can cost between 1-2 GP. Pyrite typically runs 2X the price of coal, while Illuminite runs 4X the price of coal. That can really increase the cost of forging an item, but that is the price you pay for a quicker turn-around.

Crafting with Haste

The Blacksmith can choose to decrease the crafting time requirements by 'hurrying' the job, at which point the Roll is made with Disadvantage, but the required crafting time is halved.

Crafting with Care

Conversely, the Blacksmith can take extra care and time to insure success, at which point the Roll is made with Advantage, but the required crafting time is doubled.

Teamwork Crafting

Multiple blacksmiths may work on a single product at the same time. Each additional blacksmith reduces the required crafting time by another 50%. Smaller items may be limited to just a couple blacksmith's, whereas larger pieces can employ more. The final number of blacksmith's can be determined at the DM's discretion. During teamwork crafting, the lead blacksmith (highest ranking) must work on the item for at least 8 hours each day in order to use his/her Proficiency with Smith's Tools for the success/failure of crafting the item.

Smith's Tools Check

The lead blacksmith will roll using his Smith's Tools Proficiency in order to determine success or failure of crafting an item.

<u>Roll</u>	<u>Result</u>	<u>Additional Effects</u>
1 (Natural)	Ruined!	All material/components lost.
Fail by 10+	Failed	Item is created, but with a -1 penalty to current stats.
Fail by 1-9	Poor	Item is created, but without any positive effects.
Success	Normal	Specified results achieved.
20 (Natural)	Superb!	Gains 1 additional Property (per the DM's discretion)

A roll resulting in 'Ruined' can be accompanied by a d100 to determine the % of days lost to crafting prior to realizing that the job is ruined.

CREDITS

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Images:

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Other Resources by Bryan Williams

Homebrewed Class - Tinkerer

<http://www.dmsguild.com/product/212588/Homebrewed-Class--Tinkerer>

Homebrewed Crafting - Herbalism

<http://www.dmsguild.com/product/216525/Homebrewed-Crafting--Herbalism>

Homebrewed Spellcasting – Magic Pool

<http://www.dmsguild.com/product/222279/Homebrewed-Spellcasting--Magic-Pool>

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