

CRAFTING ARROWS

HOME BREW

D&D 5E



DUNGEONS & DRAGONS 5E CRAFTING

Fever find yourself hours deep into a dungeon crawl, spot that elusive Kobold hiding and just when you go to knock an arrow to fire... Your hand comes back empty from your quiver; you have expended all your ammo. This supplement is meant to present options for crafting common & simple ammo during a short rest using items any character may have in their equipment.

ARROWS

Crafting & mending Arrows in D&D 5th Edition can be accomplished using the rules set forth below. These rules may be applied to other forms of ammunition at your DM's discretion.

PREREQUISITES

ONE OF THE FOLLOWING:

- Class: Ranger OR
- Prof. with any SPECIFIC Bow OR
- Carpenter's Tools OR
- Woodcarver's Tools

& MATERIAL COMPONENTS

OVERVIEW

All materials can be made from raw components with the exception of metal arrowheads, they require a forge and thus must be purchased, found or retrieved.

CRAFTING

While resting, one arrow can be made for every 15 minutes of time spent crafting as long as you have the proper materials and tools. But no more than **20 arrows** can be crafted during a short rest without foregoing the benefits of said rest. This rule does not apply during a long rest.

Optionally, the DM may have the character make a DC 10 skill check for every 5 arrows the character wishes to craft. Where the skill used would be the prerequisite proficiency used to craft as listed above. A Ranger or other character class that only has short/long bow proficiency may roll a Dexterity (Survival) check instead.

On a success the character is able to craft up to 5 arrows that are then ready for immediate use. On a failed roll the character is only able to craft 2-3 arrows, with the others unfit for use but still may be deconstructed for the materials. If the character happens to fumble their roll, the DM may choose to have all 5 arrows fail, or instead have the failed attempts break beyond use for further crafting. The exception to breakage during crafting is the arrowhead, unless an

improvised material was used that may suffer catastrophic breakage as well.

When using an improvised material for the arrowhead(s) while crafting, the DC increases to 13 (See *Substituting Components*)

GATHERING SPENT ARROWS

When retrieving your spent arrows, if you are able to craft you may now retrieve **ALL** arrows fired into areas which are accessible to your character. Half of which may be placed directly back into your quiver for immediate use. The other half are considered broken or damaged and may be used for crafting purposes.

DM's may determine how many and which components are able to be scavenged from those recovered for crafting purposes.

GATHERING RAW MATERIALS

Characters may search for common raw materials to be used for crafting arrow **shafts**, **fletching**, or **arrowheads** from any environment where these materials are present with a DC 10 Wisdom (Perception) check, the DC increases to 15 for finding uncommon materials & DC 20 for finding rare materials. (See *Wood & Stone Type Tables* below)

The base DC increases to 15 in environments where wood/trees are scarce, increasing to DC 18 for finding uncommon materials & DC 22 for finding rare materials. The DM determines the types of wood available if any.

REQUIRED COMPONENTS

- **Shaft:** The long part of the arrow... (Any type of wood can be used)
- **Fletching:** The feathers on an arrow... (Any type of feathers may be used)
- **Arrowhead:** The point of the arrow... (See *Substituting Components* below)



SUBSTITUTING COMPONENTS

Metal arrowheads may be substituted with other natural materials. The tables below are a guide to trees and stone native to D&D. Optionally, the chance of breakage after a single use may be determined by the DM based upon the material(s) used. (i.e. shale or alder wood arrowheads may break after a single use, where as a obsidian or duskwood arrowhead may be comparable to that of a metal one)

The types of wood listed below are native to Faerûn but may be used in any campaign setting. Other wood types may be present at the DM's discretion.

WOOD TYPE & USAGE

Type	Used for Shaft	Rarity	Arrowhead Durability
Alder	Yes	Common	Single Use
Ash	Yes	Common	Single Use
Bija tree	No	Uncommon	N/A
Birch	Yes	Common	Single Use
Blueleaf	Yes	Rare	Durable
Bytter	Yes	Common	Single Use
Calan	Yes	Uncommon	Durable
Cedar	Yes	Common	Single Use
Cherry	Yes	Common	Durable
Chestnut	Yes	Common	Single Use
Cypress	Yes	Common	Single Use
Duskwood	Yes	Common	Durable
Elm	Yes	Common	Single Use
Felsul	No	Uncommon	N/A
Fir	Yes	Common	N/A
Grandfather Tree	Yes	Rare	Single Use
Great Oak	Yes	Rare	N/A
Guardian Tree	Yes	Very Rare	Durable
Gum	Yes	Common	N/A
Hazel	Yes	Uncommon	Single Use
Hemlock	Yes	Common	Single Use
Hickory	Yes	Common	Durable

WOOD TYPE & USAGE CONT.

Type	Used for Shaft	Rarity	Arrowhead Durability
Hiexel	No	Common	N/A
Laspar	Yes	Common	Single Use
Locust needle	Yes	Rare	Single Use
Maple	Yes	Common	Single Use
Oak	Yes	Common	Single Use
Palm	Yes	Uncommon	N/A
Phandar	Yes	Common	Durable
Pine	Yes	Common	Single Use
Poplar	Yes	Common	Single Use
Rosecork	Yes	Uncommon	Durable
Shadowtop	No	Uncommon	N/A
Snowwood	Yes	Rare	Single Use
Spruce	Yes	Common	Single Use
Suth	Yes	Uncommon	Durable
Weir	Yes	Very Rare	Durable
Willow	Yes	Uncommon	Single Use
Zalantar	Yes	Uncommon	Durable

The types of stone listed below are native to Faerûn but may be used in any campaign setting. Other stone types may be present at the DM's discretion.

STONE TYPE & USAGE

Type	Used for Arrowhead	Rarity	Arrowhead Durability
Basalt	Yes	Common	Durable
Granite	Yes	Common	Single Use
Limestone	Yes	Common	Single Use
Marble	Yes	Uncommon	Single Use
Slate	Yes	Common	Single Use
Flint	Yes	Common	Durable
Magnesite	Yes	Uncommon	Durable

STONE TYPE & USAGE CONT.

Type	Used for Arrowhead	Rarity	Arrowhead Durability
Obsidian	Yes	Uncommon	Durable
Chalk	No	Common	N/A
Coal	No	Common	N/A
Kaolin	No	Common	N/A
Meerschaum	No	Common	N/A
Talc	No	Common	N/A
Quartzite	Yes	Uncommon	Durable
Amber	Yes	Common	Durable
Jet	Yes	Rare	Durable
Feldspar	Yes	Common	Durable
Hematite	Yes	Uncommon	Durable
Mica	No	Common	N/A
Shale	Yes	Common	Single Use
Talc	No	Common	N/A

SLING BULLETS

At the DM's discretion, the *Stone Type & Usage* table may be used for the crafting of sling bullets. Characters wishing to craft this type of ammo must have proficiency with *Mason's Tools* and may search for common raw materials from any environment where stone is present with a DC 10 Wisdom (Perception) check, the DC increases to 15 for uncommon stone & DC 20 for rare stone. The base DC increases to 15 in environments where usable common stone is scarce, DC 18 for uncommon stone & DC 22 for rare stone. The DM determines the types of stone available if any.

DURABILITY

- **Single Use**- Arrowheads crafted using this type of material generally break after being fired once.
- **Durable**- Arrowheads crafted using this type of material are comparable to metal and are fit for re-use if recovered.
- **N/A**- These types of material are not suitable for crafting arrowheads.

OPTIONAL: MASTER CRAFTING

A DM may choose to allow characters to craft +1 or better common ammo from *durable* materials.

Starting at level 4 a character may attempt to craft +1 common ammo, +2 common ammo at level 8, and +3 common ammo at level 14. The crafting skill check increases as follows: Add +3 to the base DC 10 skill check for +1 ammo, +6 to the DC 10 base for +2, etc... Using this, a character may craft up to 5 +2 arrows with a successful DC 16 skill check.

CREDITS

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