

Blacksmithing

Blacksmiths are craftsmen of mundane objects, who trade their time and steel for tools, items of utility, and weapons of war. Blacksmiths are masters of three blacksmithing implements; the Anvil, Forge, and Foundry. It is a Blacksmith's pride to know that their works, although commonplace, are the foundation of all modern crafts.

Blacksmiths have three distinct fields of study that are each tied to an implement. Metal Shapers use Anvils to shape armor and equipment, Weaponsmiths use Forges to create weapons of war, and Gunsmiths use Foundries to create customized firearms and bullets.

A blacksmith cannot use a Basic, Master, or Arcane blacksmithing implement unless they have first created one. Creating a Basic blacksmithing implement takes 30 hours and 5,000 steel cents of iron materials. It is a Huge item. A Master blacksmithing implement can be created for 300 Hours and 500 Silver Dollars of rare materials, and requires a Basic blacksmithing implement to create. An Arcane blacksmithing implement can be created for 3,000 Hours and 500 Gold Bullion Notes of crushed gems and requires a Master Forge, Anvil or Foundry to create.

When using different materials, such as dragon scale or mythrill, every 50 cents of iron in the items requirements is replaced by a pound of the new material. Items cannot be made from multiple rare or mythic materials.

Items created from a Basic blacksmithing implement are typically bland with little detail. Items created from a Master Implement can be well detailed by the blacksmith, who can carve symbols, shapes, creatures, and even stories into an item. The details of an item created from an Arcane Implement can be made to animate, creating lifelike dragons and moving pictures.

Metal Shaper

Metal Shapers are able to create armor, shields, equipment, and the components required for Tinkering and Artificing. This costs the item's weight in iron, and two hours of work for every pound of material. Metal shaping requires a Basic Anvil to craft items.

With a Master, you can shape metal from rare materials, and with an Arcane anvil you can shape metal from mythic materials. The time involved in creating an item from mythical materials is multiplied by 10.

Shaping Gears & Cutting Gems

Metal Shapers are able to create custom Cogs and gears for Tinkers. The cost in materials is the same as the original item, but the time to smith the gears requires one more hour per augmentation per pound of the original item.

Master Metal Shapers can cut Gems for Artificers. Cutting a gem requires 1 hour, multiplied by 10 for each level above 1.

For each day you work on a gem, make a Blacksmithing check with a DC 10 Blacksmithing check. If the check is failed once, the gem becomes flawed. All gems are perfect until made flawed.

Weaponsmith

Weaponsmiths can create melee weapons and imbue them with various deadly properties. Each weapon you make is a Martial Weapon. A Basic Weapon Forge can create weapons with one Feature, and a Master's Weapon Forge can create weapons with two features.

Creating weapons require metal and time. A basic weapon with no features takes 2 hours and 100 steel cents of materials, and additional features can be crafted into the weapon for additional time and materials.

Size and Damage

A weapon's damage is determined by its size. A weapon that is larger will be heavier, but will deal more damage. The size of a weapon is determined by its features.

Weight and Item Size

- 0-1 = Light (Two-Weapon)
- 2-3 = Medium
- 4-5 = Large (Two-Handed)
- 6-7 = Large, Heavy, (two Handed)
- 8-9 = Huge, Mounted

Weapon Size and Damage

A weapon's size determines its damage. The size always starts at 0, and can be upgraded to a maximum of 9.

- (0) 1d4, (1) 1d6, (2) 1d8, (3) 2d4, (4) 1d10,
- (5) 1d12, (6) 2d6, (7) 3d4, (8) 2d8, (9) 4d4

Features

Name

Cost / Time / Size
Descriptions of Abilities.

Thrown

(Cost +50, Time +8)
This weapon becomes throwable, while also being able to be used in melee. This feature can be taken multiple times to increase the distance by 10ft/30ft.

Finesse

(Cost +50, Time +12)
This weapon is well balanced, and can be used with Dexterity as well as Strength.

Weighted

(Cost +100, Time +3, size +1)
This weapon has extra weight without increasing complexity.

Reach:

(Cost +200, Time +12, Size +2)
This weapon becomes longer with an increased threat range. The Weapon's reach becomes 10ft.

Ranged

(Cost +200, Time +12, Size +2)
This weapon becomes ranged only, capable of firing projectiles 60/180ft. The type of projectile fired is determined during creation. This weapon deals damage as if it were two sizes smaller. This feature can be taken multiple times to increase the distance by 20ft/60ft.

Simple

(Cost +100, Time +8, Size +1)
This weapon is intuitive and easy to use. The weapon is a simple weapon and does not require Martial Training to use properly.

Non-Lethal

(Cost +50, Time +8, Size +1)
Weapon deals non-lethal damage, and can wound creatures without killing them. The weapon must be a Bludgeoning weapon.

Keen

(Cost +50, Time +20)
This weapon is able to bypass armor and catch evading enemies. This weapon adds +1 to hit, and must be a Piercing weapon.

Anticipate

(Cost +100, Time +10, Size +1)
This weapon can be swung or braced to prepare a stronger attack. As an action, a character can give their next attack Advantage.

Sweeping

(Cost +200, Time +10, Size +2)

This weapon can be swung to distribute damage among several enemies. Any creature within the reach of this weapon can take a divided portion of the weapon's total damage. The wielder determines how much damage to divide. This weapon cannot be piercing.

Hooks

(Cost +50, Time +8, Size +1)

This weapon is hooked and gives the wielder advantage on Grapple checks, and does not need a free hand to grapple.

Holy

(Cost +50, Time +8)

Weapon is shaped into a holy symbol, allowing the wielder to easily display the symbol of their god.

Bleeding

(Cost +50, Time +20)

This weapon rends flesh and causes its target to bleed. When weapon deals damage to a target, they gain the Bleeding Condition. Bleeding characters lose 1d4hp at the end of every round, unless they use their movement to remove the Bleeding condition. This weapon must be a Slashing weapon.

Mounted

(Cost +200, Time +10, Size +2)

This item is mounted on an object or creature and can be easily used even if over-sized.

Magical Weaponsmithing:

A weaponsmith knows they have mastered their craft when they create an Arcane Forge. Built on bricks of brimstone and studded with gemstones, the arcane forge is able to imbue magic features into mundane steel and create weapons with mythical materials. Up to three features can be given to a weapon built by an Arcane Forge.

All weapons produced from an Arcane forge must have the Magic Feature, although this does not count towards the total number of features the weapon can have.

Magical features do not affect the item's size or weight.

Magic: This weapon deals magic damage. Requires 50 hours of work, and 2 Gold Bullion in crushed gems.

Kingslayer: While wielding this weapon, the wielder may deal an additional 1d6 damage. Requires 10 Gold Bullion in gems, and 200 hours of work.

Queen's Stride: When this weapon's wielder rolls a natural 20, the wielder can teleport up to 30ft as a part of an attack action with the weapon. They must teleport to a location they can see or are familiar with and can choose to teleport before or after the attack is made. Requires 10 Gold Bullion in gems, and 200 hours of work.

Jack Knife: When making an attack with this weapon, one damage die can be rerolled after each attack. Requires 10 Gold Bullion in gems, and 200 hours of work.

Enmity: This weapon stuns enemies on a successful hit, but it is only effective against one type of creature. Requires 10 Gold Bullion in gems, 200 hours of work, and the blood of the creature type this weapon is affecting.

Guide: This weapon detects one type of object or creature, and at the time of creation you can choose to let this weapon glow, sing, or shake while they are within 120ft. Requires 10 Gold Bullion in gems, and 200 hours of work, and a small piece of the creature or object type that this weapon is detecting.

Gunsmithing

You can make custom guns and bullets. Requires a Basic Gunsmithing Foundry. A standard gun is considered a medium item and has the Loud and Piercing features. Guns can become small, large, or huge size depending on which qualities you give it.

All pistols fire the same small bullet that is produced by the Dust God. Each bullet deals 2d6 piercing damage.

Gunsmithing requires the blacksmith to decide the Triggers, Barrels, and Stock of the firearm, which will adjust its range, ammunition, construction cost, and the time it takes to create the weapon.

Tinkers have created spinning cylinders that can fire several bullets quickly through a single barrel, but at the cost of the weapon's durability, making them fragile in combat. Until they get the kinks out, all firearms are bolt action, many with multiple barrels.

Custom Trigger

Spread Trigger: This trigger is assigned to fire at least three barrels, which are fired simultaneously to give this weapon the Sweeping feature, which can be used against a single creature adjacent to the target. Each barrel being fired must be loaded or else the weapon jams. Requires twelve Hours and 50 Steel Cents.

Single Trigger: Add a single trigger to the weapon to fire a single barrel. Requires three Hours and 10 Steel Cents.

Each barrel should have a trigger connected to it, and multiple triggers can be assigned to each barrel.

Custom Barrel

Short Barrel: Long range is 30ft. Requires six hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Barrel: Long range is 90ft. Requires ten hours and 200 Steel Cents. This weapon does not change in size.

Long Barrel: Long Range is 180ft . Requires fourteen hours and 400 Steel Cents. This weapon is considered one size larger.

Custom Stock

Short Stock: Normal Range is 20ft. Six Hours and 100 Steel Cents. This weapon is considered one size smaller.

Standard Stock: Normal range is 40ft. Ten Hours and 200 Steel Cents. This weapon does not change in size.

Long Stock: Normal range is 60ft. Fourteen Hours and 400 Steel Cents. This weapon is considered one size larger.

If Normal range is Equal or greater than Long Range, it is instead has no Long Range.

Firearm Extra Features

Master Gunsmiths with a master foundry are able to add extra features to firearms without reducing their effectiveness, such as a bayonet or suppressor. Any and all of the *Extras* can be added to a firearm. Master Gunsmiths can also make firearms with rare materials.

Grip: Normal Range is 15ft Higher. Requires fourteen hours and 400 Steel Cents.

Suppressor: This barrel loses the Loud Feature. Requires twenty hours and 200 Steel Cents.

Bayonet: Attach a small weapon that deals 1d4 piercing damage. Requires ten hours and 200 Steel Cents.

Bipod: This weapon can be set onto a surface and used as if mounted. Requires ten hours, 300 Steel Cents.

Creating Bullets

Creating custom bullets requires an Arcane Foundry, which dispels the curse that keeps bullets sealed. Creating bullets requires dust and steel, which can be recycled from other bullets.

All crafted bullets can have only one Feature, and each bullet requires a custom barrel designed specifically for this type of bullet. Arcane Foundries can make firearms and bullets with rare or mythical materials.

Thick Bullet: This thick slug bullet requires the dust from two standard bullets. Attacks made with this bullet deal an extra 1d6 damage.

Thin Bullet: This economical bullet can be made in pairs from the dust of one standard bullet. The Normal range of this bullet is halved.

Long Bullet: This bullet can be made from two standard bullets. The normal and long range of this bullet is doubled.

Hollow: This bullet can be made from two standard bullets. This bullet can be filled with a liquid.

Enclosed Atmosphere: This bullet can be made from two standard bullets. This bullet can be used in an environment that is not conducive to dust, such as underwater.

Common Material

Wood, Rope, Stone, and Glass

Common Materials are cheap and easily found, and make up most of the tools used by peasants and common folk. Weapons and equipment made from these materials can be constructed without cost where stone and wood are plentiful, and take a tenth of the time to create. Common Materials have the Sensitive Trait, and break if misused or the wielder goes unconscious while using them.

Rare Materials

Crafting with rare and magical materials is the mark of a master craftsman.

Blacksmiths can craft guns, bullets, armor, equipment and weapons from rare materials, giving them the properties of the material. A Master Forge, Foundry or Anvil are required to craft with Rare Materials.

Dour Wood

Dour wood is an ultra hard wood that is pliable and light. Armor made from Dour Wood does not give any negatives or disadvantage to speed or stealth. Items made from Dour Wood are considered one size smaller.

Swamp Feed

Swamp Feed is a poisonous metal. When introduced to the blood stream, or when held against the skin for too long, the metal will poison the creature. Targets who are cut by Swamp feed or who have the material in contact with their skin for more than an hour must make a constitution save with a DC10 or become poisoned for one hour. Swamp Feed is also naturally slick, and creatures attempting to grab or hold the material do so with disadvantage.

Alchemical Iron

Alchemical Iron tingles the flesh, alternating between hot, cold, and charged. Attacks made with Alchemical Iron deal Fire, Cold, Lightning and Physical damage. Any item made from Alchemical Iron transforms into a bolt of lightning when thrown, with advantage on attacks against metal armor. After being thrown, the object returns to its natural form and radiates with power, dealing 1d6 lightning damage to anyone who picks it up or holds it.

Alicorn

Gathered from the bones of fey creatures, alicorn is imbued with the power of the Wyld where magic is life itself. Items made from Alicorn have persistent magic which cannot be dispelled. Items crafted from alicorn cannot lose their magical properties due to anti-magical effects. Spells can be cast through Alicorn items, and those spells cast through Alicorn items are not affected by anti-magical effects.

Passion Cairns

Cut from large stones said to be left by the gods, Passion Cairns appear as simple stone, but imbue their holder with zeal and health. They are often used for their energizing properties, as well as for healing.

Items crafted from Passion Cairns will increase the movement speed of the holder by 5ft. Additionally, anyone touching a Passion Cairn when they are wounded or knocked unconscious is automatically stabilized.

Mythic Materials:

Working with mythical materials requires more than fire and elbow grease. An Arcane Forge, Foundry or Anvil is required to craft with mythic materials, as it is their ability to temporarily bend or break the laws of nature with their magic that makes them so valuable.

Mithril

Also known as “Sky-Steel” due to its discovery in the plane of Air, Mithril is a lightweight metal that is impossibly strong. Armor made from Dour Wood does not give any negatives or disadvantage to speed or stealth. Items made from Mithril are considered two sizes smaller, for the purposes of what can be held in a hand.

Adamantine

Originating in the most dense regions in the plane of Earth, adamantine is the heavy metal that is famed for its invincibility. Any armor made from adamantine cannot be pierced. Weapons made from Adamantine have the Piercing feature.

Dragon Scale and Bone

The remains of dragons are used for their strength and flexibility, as well as their natural resistance to the elements. The most prized feature of dragon scale and bone is how all magic that affects it becomes permanent.

When crafted into a defensive item, such as armor or shields, dragon scale and bone will help the wearer resist fire damage, giving them resistance to Fire, Cold, and Lightning damage.

When a spell is cast on an item made from dragon remains, if the spell has a duration, the spell’s duration will instead be “Until Dispelled.” If multiple spells with the same name are cast on the item, only one applies.

Lunarite

This magical metal is named for its resemblance to the moon, and is only ever found in rocks fallen from the heavens. Glowing in a white clarity, items made from Lunarite create a bright light up to 60ft. Lunarite is a natural conduit for magic, and spells can be cast through Lunarite items. Spells cast through Lunarite implements act as though they were one spell level higher, but only if that spell being cast could be cast at a higher level. If the target of a spell is wearing lunarite armor, and the spell can target multiple creatures, the spell-caster can target one additional target.

Lunarite is destructive, and will melt through any material at 1ft per week.
