

# The Forge

## Item Creation/Modification

### Equipment:

You can create any reasonable metal equipment at the forge for 1/2 the normal item cost. A Dexterity check maybe required for more intricate items.

### Arrows:

You can spend 8 hours working at the forge to create specialised arrow heads

*Material Expense: 2 GP*

#### **Serrated Arrows x10**

A Serrated Arrow is an arrow with a special head meant to open a wound causing the blood to pour out, the creature must make a DC 15 Constitution saving throw, taking an extra 1d4 bleeding damage on a failed save, or half as much extra damage on a successful one.

#### **Broadhead Arrows x10**

A Broadhead Arrow is an arrow with a special head meant to dig deeper into the target to cause a more serious wound, This arrow deals an extra +1 Damage.

#### **Blunted Arrows x 5**

The Blunted Arrow is an arrow with a special head meant to impact with force rather than pierce a target. This arrow deals Bludgeoning damage instead of Peircing damage and reduces the range increments of the weapons firing the arrow by 1/2.

### Honed Edge:

You can spend 8 hours at the forge working the edges of up to 5 metal edged melee weapons to give them a honed edge. A weapons with a honed edge deals +1 damage for the next 3 encounters in which the weapon is used, after the 3rd encounter it loses its edge and reverts back to its normal damage profile.

*Material Expense: 1 GP*

### Repair:

You can use the forge once per long rest to repair any item made of metal as if the Mending spell had been used.

*Material Expense:* 10 GP

---

Revision #7

Created 2020-02-04 11:35:26 UTC by Quildra

Updated 2020-02-05 10:54:38 UTC by Quildra