The Forge

Item Creation/Modification

Equipment:

You can create any reasonable metal equipment at the forge for 1/2 the normal item cost. A Dexterty 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 Bludegoning 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

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