

# THE BLUEPRINT

**TIPS AND TRICKS  
TO INCORPORATE  
OUR CREATIONS  
INTO YOUR D&D  
ADVENTURES!**

## **MOUNTAIN'S SCREECH**

4 brand new plot hook ideas to incorporate this magic Handaxe into your adventure.

## **TEMPEST TIDE**

The terrifying experience of fighting blind. Learn how to present this magic trident to your players in an epic way!

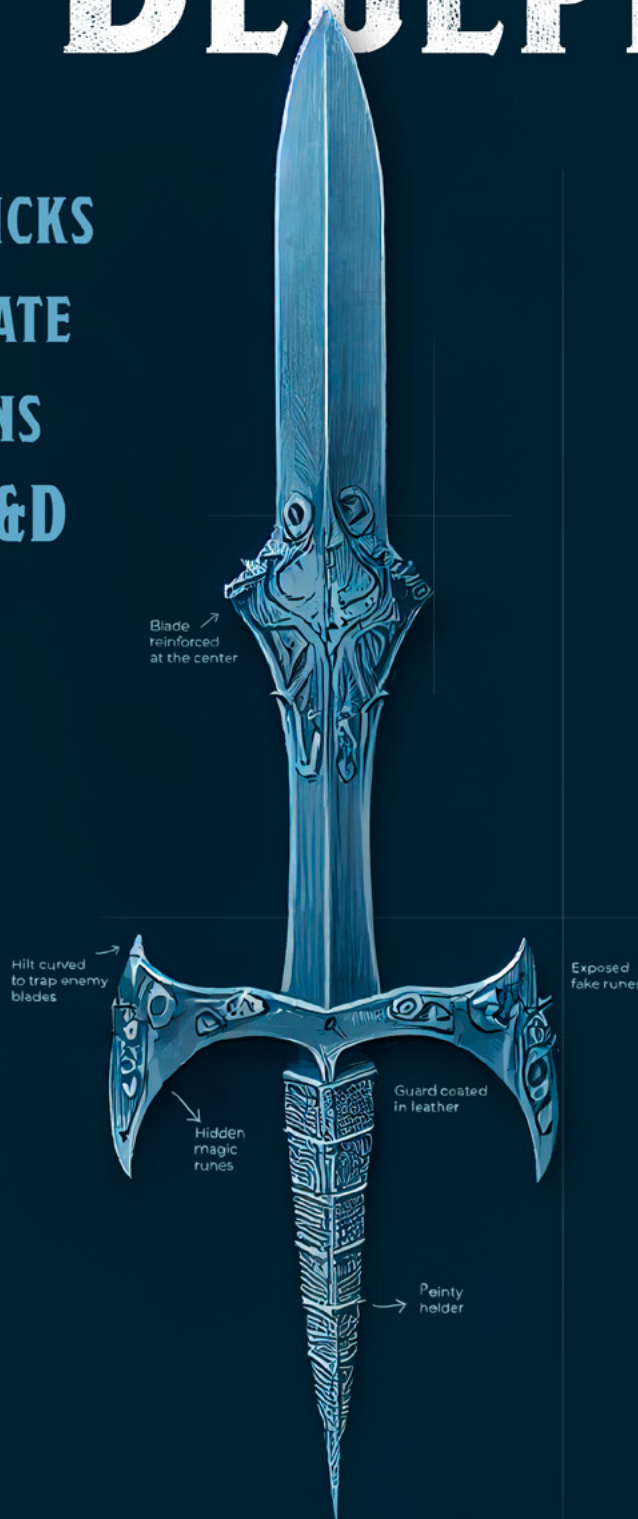
**OCTOBER**  
1st week

## **THE GREAT FURNACE**

Find out the magic fire gem that fuels this explosive weapon.

## **DEATH BLADE OF EIYNAR**

Discover the history behind the sword that served the great Lich King of Eingburden.



**THE  
LEGACY  
FORGE**



Welcome adventurers to the first edition of **The Blueprint!**

Here we'll discuss all the items shared on our Patreon this week, as well as the lore behind them, plot hook ideas, quests for crafting, pricing, and more. It's part of the job of a Legacy Blacksmith to make sure our creations fit perfectly on your adventures and help you bring a fun experience to the table.

**So fire up the forge, and let's begin!**

# TABLE OF CONTENTS

## **THE GREAT FURNACE.....04**

Stats and variants.....	05
Plot-hook table.....	05
Crafting quests.....	07
Combat tactics.....	07
Pricing and negotiating.....	07

## **TEMPEST TIDE.....08**

Stats and variants.....	09
Plot-hook table.....	09
Crafting quests.....	11
Combat tactics.....	11
Pricing and negotiating.....	11

## **DEATH BLADE OF EIYNAR.....12**

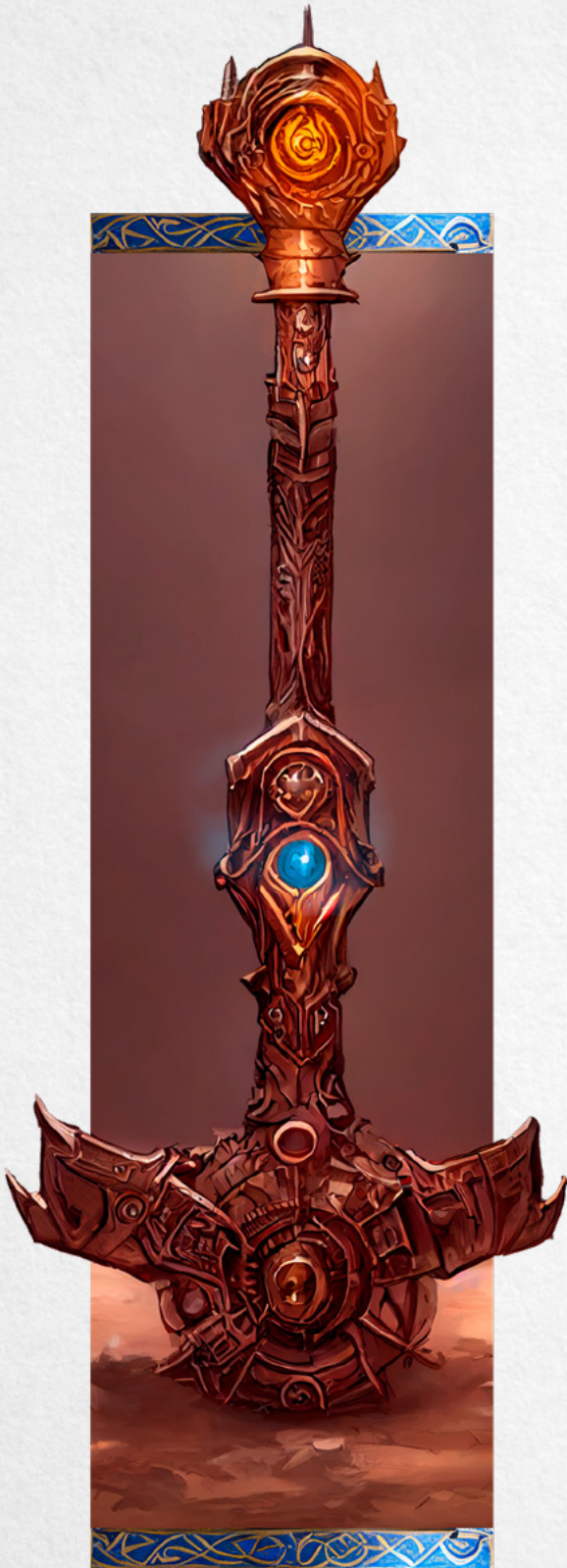
Stats and variants.....	13
Plot-hook table.....	13
Crafting quests.....	15
Combat tactics.....	15
Pricing and negotiating.....	15

## **MOUNTAIN'S SCREECH.....16**

Stats and variants.....	17
Plot-hook table.....	17
Crafting quests.....	19
Combat tactics.....	19
Pricing and negotiating.....	19

## **A SPECIAL THANKS.....20**

# THE GREAT FURNACE



*On a night as bright as daylight  
Havoc and chaos spread in its might  
While the goblin bombs muffed the sound  
of the townspeople screaming out loud*

*A man had sworn to give it an end  
and in the forge's fire, he hammered and bend  
until from scrapes of bronze, a weapon emerged  
with strength like no other, a glimpse of his rage*

*Two elemental gems gave the final touch  
a tool of ice and fire to settle the grudge  
louder with every hit the hammer stroke  
until the last of the goblin became ashes and smoke*

*And so began the tale of The Great Furnace.*

*Killy the Bard.*

# STATS AND VARIANTS

## The Great Furnace

Weapon (maul), very rare (requires attunement)

This Maul is built with an intricate pressure system fueled by elemental gems. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon can uphold five charges at a time and gains one charge every time it hits a hostile enemy. If you expend more than five charges before making a long rest the weapon overheats. Roll a D4, if the result is 1 the elemental gems are damaged and the Maul loses all its magic properties.

**Jet strike.** You can use your action and expend one or more charges of this weapon to release an explosion and use the force to move up to 5ft for charge spent without provoking opportunity attacks. When you arrive at the new space, you can make an attack roll with advantage against a creature within 5 feet of you as a part of the same action. On a hit, the target takes an extra 1d6 fire damage for charge spent.

**Wheel of fire.** You can use your action and expend one or more charges of this weapon releasing a hot stream of vapor, and making a full rotation. All creatures within 5ft of you must make a DC16 Dexterity Saving Throw or take 1d6 fire damage for charge spent, or half as much damage on a successful save.

**Overhaul.** When you hit a creature within 5 feet of you with a melee attack using this magic weapon you can choose to expend 5 charges at the same time releasing a roaring explosion of flame. Each creature in a 20-foot-cone starting at the target of the attack must make a DC16 Dexterity Saving Throw or take 8d6 fire damage, or half as much damage on a successful save. The creature hit by the attack makes the Saving Throw with disadvantage.

## The Great Furnace

Weapon (maul), uncommon (requires attunement)

This Maul is built with an intricate pressure system fueled by elemental gems. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon can uphold three charges at a time and gains one charge every time it hits a hostile enemy. If you expend more than three charges before making a long rest the weapon overheats. Roll a D4, if the result is 1 the elemental gems are damaged and the Maul loses all its magic properties.

**Burning Strike.** When you hit a creature within 5 feet of you with a melee attack using this magic weapon you can choose to expend up to 3 charges releasing a roaring explosion of flame. The target takes an extra 1d6 fire damage for charge spent and each creature within 5ft of it must make a DC13 Dexterity saving throw or take half the fire damage.

## PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	In the ruins of a burned village, the group finds the remains of some kind of laboratory. Something shines under the pile of bricks and stones.
3-4	At a Tavern a man with a burning scar on his face approaches the party and offers a reward for the head of the master of a local kobold gang living in the mountains close by. A Dragonborn with a strange hammer.
5-6	In the middle of some junk in an old weapon shop you find this hammer. It has no elemental gems on it, but you can tell that it's not a regular weapon.
7-8	A young blacksmith trying to make a name for herself asks for help. If they manage to bring Firestone from the nest of the Fire Lizzards on the mountains, she will forge them a magnificent weapon for half the price.



# CRAFTING QUEST

## Steal a Firestone from a Lava Lizzard's nest

In the high winter, deep inside the mountains where magma flows like a river, the giant **Lava Lizards** make their nests.

To guard their eggs and keep them at the right temperature at all times, they swallow big rocks and regurgitate them after a few hours. The time it passes within the elemental creature's body changes the stone.

It gains magical magma veins and a heat that never wavers. This rock is then known as **Firestone**. If taken from the heart of the mountains the Firestone gradually loses its magic properties unless it's brought to a Runemaster that can seal the elemental power within the stone permanently.

When I used this quest on one of my tables, I made the male Fire Lizzard into a creature the heroes could face, but the female was a Huge Monstrosity way beyond their power level. Of course I let them know that beforehand using one of my NPCs. That way the mission went from a regular kill-and-take approach to a very fun-to-play heist mission.

## COMBAT TACTICS

**Very Rare Version.** When facing a horde of smaller, or a well-positioned group of adventurers, is better to avoid using the overhaul ability once it'll dry you of uses of the weapon. Instead, use the Jet Strike to find better positions on the battlefield, and the Wheel of Fire when surrounded. When facing powerful enemies save the charges for an overhaul.

If you use this hammer as the weapon of a villain, you can also use the overhaul first (as long as it affects two or more creatures), it'll scare the players and make them act cautious, cause they don't know it's a one-time thing.

If your villain is facing imminent defeat, they

can use the Jet strike ability to get away and try to escape. Even if that means risking losing the maul's magical properties. That can open up a side quest where in order to reactivate that strong magic item the players need to find new elemental gems for it.

**Uncommon Version.** a group of creatures always target the ones that are close to each other in a way to maximize damage. If in some moment 3 or more enemy creatures are at 5ft from one another, you may want to expend more charges for an explosive turn in the combat.

Also, keep in mind that even when succeeding in the Saving Throw the creature takes half the fire damage, so against a spellcaster that could guarantee a concentration check.

## PRICING AND NEGOTIATING

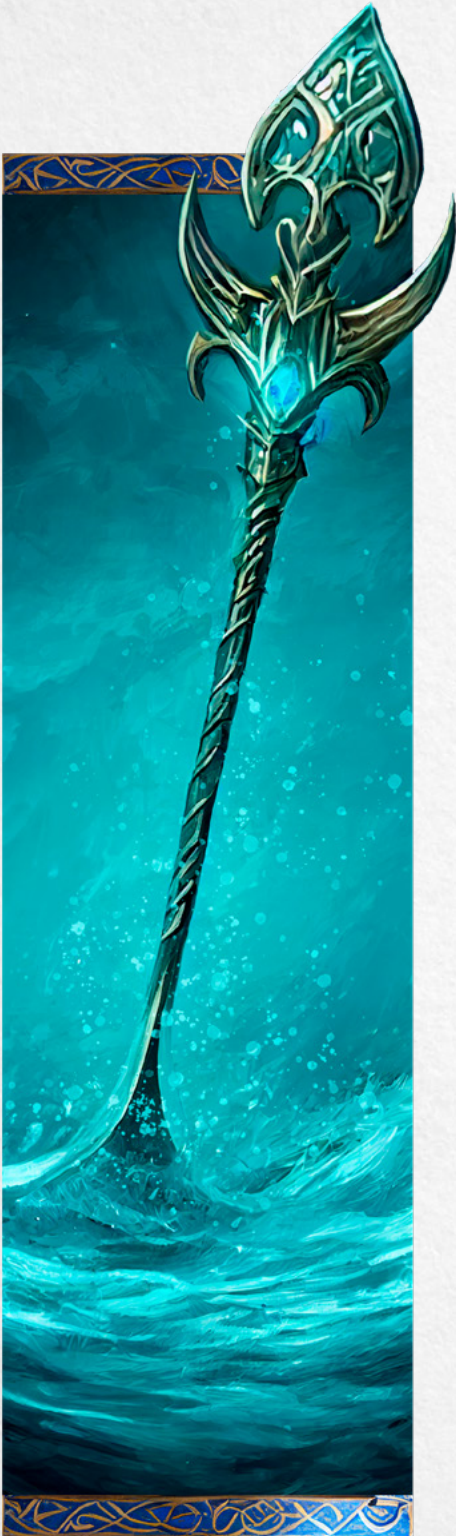
The Maul can be sold in two forms, with or without its magical gems.

Without them is just a strange weapon with no magical features so it can be seen as a cheaper option than a regular Maul, or an opportunity for a fancy story from a smart merchant.

**If it is found with its magical gems and full capability, use the table below for pricing:**

Rarity	Discount	Regular	Overpriced
<b>Very Rare</b>	4500GP	6000GP	8000GP
<b>Uncommon</b>	1000GP	1500GP	3000GP

# TEMPEST TIDE



On the southern seas, a black ship had sailed  
to hunt the hidden treasures in the dead man's tale  
through the cursed waters, they strove and fight  
until a dire storm found them in the night

Clutching the ropes the sailors fought for their lives  
little did they know that the worse had just arrived  
the freezing breath of death was the last thing they saw  
as the Trident's teeth performed its law

In the hands of the merfolks, a storm is a tool  
To force the trespassers to face down their rule  
if the dead man's treasure you try to steal  
The Tempest Tide will break your will

Killy the Bard.



# STATS AND VARIANTS

## Tempest Tide

Weapon (trident), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action and expend a charge of this weapon to hold this magic trident above your head and speak the command word. When you do a storm cloud appears above you in the shape of a cylinder that is 10 feet tall with a 60-foot radius, and for up to 10 minutes freezing rain starts to fall.

The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered in water, making it Difficult Terrain. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC15 Dexterity saving throw. On a failed save, it falls prone.

While holding the Trident you are unaffected by its effects and a creature hit by this weapon takes an extra 1d6 cold damage. The trident has 3 charges and regains all expended charges daily at dawn.

## Tempest Tide

Weapon (trident), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to hold this magic trident above your head and speak the command word. When you do, a stream of water appears floating around you and remains there for 1 minute, until you dismiss it or no longer hold the Trident.

While the stream surrounds you, you gain a

+2 bonus to your AC and a creature hit by this weapon takes an extra 1d6 cold damage. Once this property has been used, it can't be used again until the next dawn.

## PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	Sailers talk of a hunted region on the southern seas where an eternal storm is sinking all the ships that approach. The master of a local merchant guild hires the party to find the truth behind the tale.
3-4	Facing a terrible storm the party finds an island close by. They don't know but the Island is inhabited by a clan of carnivorous lizardfolk. Their master uses the power of the trident to force ships to land on the island.
5-6	The Ocean's God temple is the talk of the moment. A trident appeared in the hands of one of the statues. The High Cleric saw it as a sign of a great evil approaching. Now the temple is organizing a tournament to find the hero that will wild the Trident in the defense of the city.
7-8	The party come across a dying merfolk warrior. With his dying breath, he delivers this trident with a last request. Find and stop the leader of the Redfin Pirates before they succeed in waking a dire evil on the southern sea.



# CRAFTING QUEST

## Capture the essence of a Water Elemental

Within every Elemental Creature exists an Essence of their original plane. When the creature is defeated that essence dissipates and flows back to its original plane unless it's captured on a proper vessel. The vessel is usually a gemstone that changes according to the elemental type.

To trap a Water Elemental essence you need to defeat him while holding an emerald and casting a variation of the Absorb Elements spell. A character can learn to cast this spell variation by reading a spellbook, talking to an experient Wizzard, or finding a lost scroll. The emerald with the Elemental Essence shall then be incorporated into the Trident.

## COMBAT TACTICS

**Rare version.** Hit and hide. You are probably the only one who can see here, so there is no attack of opportunities against you. Even darkvision can't help them. Attack a creature then use your movement to get to a different place on the battlefield.

The water can make some of the enemy creatures fall prone, but you already have advantage on your attacks so prioritize the standing foes. After all in a difficult terrain falling means that you'll only have a quarter of your movement speed, making it harder to leave the storm perimeter.

If they got out of the rain perimeter use ranged spells and attacks with advantage since they can't see where the attacks are coming from. Enjoy!

**Uncommon Version.** Since the ability of this version can only be activated once a day, save it for the most challenging encounters. +2 to your AC and 1d6 extra cold damage can help a lot in an otherwise deadly challenge.

## PRICING AND NEGOTIATING

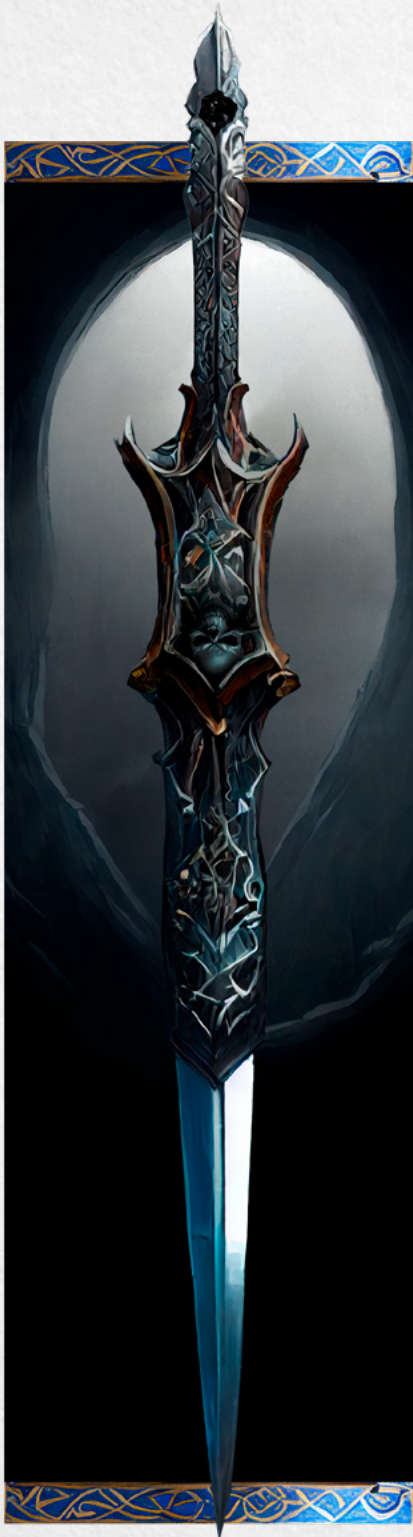
This weapon should only be found in regions close to the sea. There are two possibilities, a local fisherman can have found the trident and it's selling without any understanding of its magical properties or it can be sold by a magic item merchant.

If the party is acquiring this item from the fisherman he will ask for a thousand gold pieces, that for him is an enormous amount, but for the item not so much. A good insight check reveals that he knows nothing of the trident magic properties and will be willing to sell it even for a quarter of the price.

**If the sale happens in a magic shop follow the table below:**

Rarity	Discount	Regular	Overpriced
Rare	3000GP	4200GP	6000GP
Uncommon	1000GP	1500GP	2800GP

# DEATH BLADE OF EIYNAR



*Once upon a time a dark lord ascended  
with an army of the dead, he took what intended  
for his right-hand-man, he presented a gift  
a black sword with the power to open a rift*

*The key to a castle as dark as the night  
were souls he could trap to fulfill his might  
more power than any being should ever possess  
so his mind it corrupted till he became obsessed*

*His own master he tried to slay  
to conquest the kingdom he once swore to obey  
but the dark lord foresaw his servant betray  
Took away his gift and throw him in jail*

*With the very same sword, he took the traitor's life  
Trapping his soul forever from sight  
From gift to reaper a blade so bizarre  
started the tale of the Death Blade of Eiy nar*

*Killy the Bard.*

# STATS AND VARIANTS

## Death Blade of Einyar

Weapon (any sword), legendary (requires attunement)

Half the blade of this sword is consumed by a dark material that flickers with white energy. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Every time you reduce a creature to 0 hit points with this weapon you capture a fragment of its soul within it.

**Castle of the Dead.** As long as there is at least one soul within the sword, you can use your action to summon a portal to the Castle of the Dead. The portal is a 5-ft-radius dome of force that floats 5ft above the ground and remains stationary for the duration. Only you and up to nine willing creatures of your choosing can pass through the portal. The portal takes you to a Demi-Plane where all the souls you trap within the sword are forced to obey and serve your commands. The Demi-Plane is an empty castle, with bedrooms, an armory, a kitchen, a library, and a great hall. You can stay at the castle for up to 8 hours, after that the portal takes you back to the place you were. You can't use this effect again until the next dusk.

**Calls for Redemption.** As an action, you can speak the sword command word and summon the trapped souls within to your aid. You can summon up to 5 souls at the same time. The souls use the Ghoul stat block. You can use a bonus action to mentally command the souls, issuing the same command to all of them. To receive a command a creature must be within 60ft of you. You decide what action the creatures take and where they move during their next turn, or you can issue a general command, such as to attack someone. Once given an order, the creatures continue to follow it until the task is complete or until it's destroyed. At the end of 1 hour, or if you decide to end it early, the Soul dissipates into the air, free of the sword's grasp. You lose a number of Soul Fragments equal to the number of souls you summoned. Once you use this effect you can't use it again until the next dusk.

## Death Blade of Einyar

Weapon (any sword), uncommon (requires attunement)

Half the blade of this sword is consumed by a dark material that flickers with white energy. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Every time you reduce a creature to 0 hit points with this weapon you capture a fragment of its soul within it and it can hold up to 3 Soul Fragments at a time.

**Inquire the Dead.** As long as there is at least one soul within the sword, you can summon it as an action. The soul is a harmless spirit and it's under the effect of the Speak with the Dead spell. When the spell ends, all the questions are made, or you dismiss the effect the Soul dissipates into the air, free of the sword's grasp. You lose a Soul Fragment.

**Cursed Insomnia.** While you have at least one soul within the sword its whispers and wails are always in your head. Every time you attempt to take a long rest you must succeed on a DC15 Wisdom Saving Throw. On a failed save you can't gain the benefits of the long rest this day unless you free all the spirits inside the sword.

## PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	A mysterious woman approaches the party with a desperate request. Free the soul of her father that was trapped within the sword of an assassin.
3-4	Rumors of a zombie army attacking the villages on the west marches. Their leader carries a strange dark blade.
5-6	Deep inside a Dungeon the party finds a sword trapped on a stone. Voices appear to whisper from it inside their heads. "Free me."
7-8	A famous lord invites the party to a fancy dinner in his palace. He offers the party a great prize if they kill the leader of a rebellious army that is causing havoc in the realm. His only demand is that the leader must be killed with a special sword he'll provide.



# CRAFTING QUEST

## Wake the sword on the lost grave of Eiy nar

The power of the sword can have been sealed when its former master Eiy nar was killed with it. The first character to touch the sword begins to have strange dreams of a dark and grim castle, but every time he gets close enough to open the castle door he wakes up.

Every time he dreams, he gets a little farther, when he finally reaches the throne room he finds a skull resting upon it. He then hears a voice in his head say that to wake up the sword's powers and find the entrance to the castle of the fallen they should find the lost tomb of Eiy nar in the western swamps and rest the blade on his dead hands.

# COMBAT TACTICS

**Legendary Version.** That is a weapon for a campaign villain or lieutenant. The greatest potential of this sword in terms of narrative is to imprison the soul of a fallen player or adored NPC and use this as fuel and motivation to pursue the bad guy and try to recover the soul trapped within.

Also, it could lead to a dramatic moment when the bad guy summons the loved character as a Ghoul to fight the players.

**Uncommon Version.** Some parties like to kill first and ask questions later. And that usually doesn't work well for them. Well, with this sword that will change. Just make sure you have a free charge on the blade before killing the enemy spy with it.

# PRICING AND NEGOTIATING

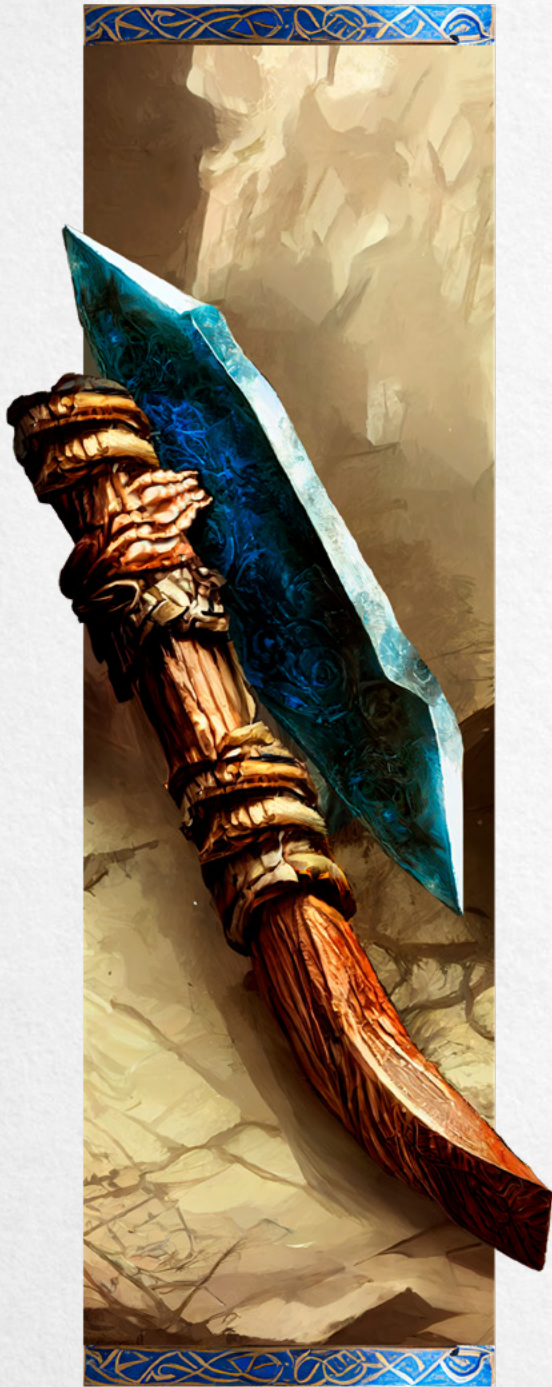
This sword has a dark nature and should not be found in regular magic shops. Even in the black markets, it should only be spoken off in whispers and secrets.

Normally the legendary version of this item should not be found for sale, but if you would like to do it, follow the table below:

Rarity	Discount	Regular	Overpriced
Legendary	90000GP	100000GP	120000GP
Uncommon	1000GP	1500GP	3000GP



# MOUNTAIN'S SCREECH



On the mountains, a clan had pledged his service  
to a natural force as strong as its malice  
the son of the storm that its power display  
louder than any bard could ever dare to play

The storm they face with bravery and might  
as their chants echo through the winds of night  
until the thunder sound filled their ears  
and the power within it empowers their gears

From miles away, some say you can hear  
the sound of a blade that all shall fear  
The Mountain Screech is how they call  
the explosive axe born in the squall

Killy the Bard.



# STATS AND VARIANTS

## Mountain's Screech

Weapon (handaxe), uncommon (requires attunement)

The blade of this Handaxe is always pulsing with blue energy and emitting a faint buzzing sound that can be heard up to 100 feet away. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This handaxe has 3 charges and regains all its expended uses every day at dawn.

You can expend a charge of this weapon while making a ranged attack against an enemy within range. If it hits, the creature takes an extra 1d8 thunder damage and becomes encased in booming energy until the start of your next turn.

If the target willingly moves 5ft or more before then, the target takes 1d8 thunder damage, and the effect ends. Hit or miss, with a burst of energy the handaxe appears back into your hand.

## Mountain's Screech

Weapon (handaxe), rare (requires attunement)

The blade of this Handaxe is always pulsing with blue energy and emitting a faint buzzing sound that can be heard up to 100 feet away. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This handaxe has 3 charges and regains all its expended uses every day at dawn.

You can expend a charge of this weapon while making a ranged attack against an

enemy within range. Hit or miss, a wave of thunderous energy flows from the handaxe on a 15-foot cone originating from the target. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and it falls prone.

On a successful save, the creature takes half as much damage and remains standing. The target makes the Saving Throw with disadvantage. Immediately after the attack, the handaxe appears back in your hand with a burst of energy.

## PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	A group of barbarians is attacking the merchants that try to travel through the mountain routes. They use strange exploding axes to kill the horses and surround the caravans. A rich merchant asks the party for help dealing with this.
3-4	While traveling through a mountain passage a strange explosion causes a landslide above the party. In the middle of the wreckage, you see something glowing in bright blue.
5-6	Searching for shelter during a storm the party ends up spotting a strange ritual taking place. In the middle of a chanting crowd, a naked man holds an axe pointing at the sky. Suddenly a bolt of lightning strikes the man and the chanting stops.
7-8	An irritating buzzing sound bothers the party from the moment they walk into the market street. If investigated they find that the noise comes from a strange axe in a weapon store. The shopkeeper tries to sell it for a high price, but a good insight check reveals he is desperate to get rid of that noisy axe. He would sell it for a quarter of the price.



# CRAFTING QUEST

## Participate in the Ritual of the Raging Sky

The Handaxe blade is made in pure silver, but that is not where it takes its powers. An Old Barbarian tribe of the Storm Herald had developed a ritual to store the power of the thunderstorm into his weapons. To craft one of these axes, you must gain the confidence of the tribe and participate in the ritual.

They respect strength and remorsefulness to prove yourself to them they may ask you to hunt a powerful mountain beast and share their meat with the tribe. I would use something in the line of a Bulette or in the case of the Rare variant, a young blue dragon.

# COMBAT TACTICS

**Uncommon Version.** The Mountains Screech is a powerful tool against a more mobile enemy. Strike runaway foes to force them to stay and fight.

You can also use its properties in a more defensive matter forcing the enemies to stop before reaching you or taking the extra thunder damage.

**Rare version.** This version of the handaxe is perfect for ambushes. The range of a handaxe is 20/60ft so you can throw this weapon on a group of creatures, use your movement to get even further from them, and waits to do it again.

Some of them will fall prone giving you an upper hand. Even if they eventually reach you, they'll be weaker and beaten up.

# PRICING AND NEGOTIATING

This handaxe has an annoying trait, it'll never stop reverberating a faint buzzing sound. That may lead to annoyed merchants that would be inclined to drop the prices to free themselves from the noise.

**So when you sell this item to your players my indication is with little to no effort drop the price to the discount on the table below:**

Rarity	Discount	Regular	Overpriced
Rare	3000GP	4200GP	6000GP
Uncommon	1000GP	1500GP	2800GP





# A SPECIAL THANKS

Thanks to all my players that week after week inspire  
me and challenge me to become a better  
Dungeon Master.

**This Forge wouldn't be possible without you.**

André Leon, Dailane Leão, Filipe Selva, Henrique  
Compasso, Lucius Teixeira, Rafael Fernandes, Renato  
Carvalho e Renata Vieira.

