

THE BLUEPRINT

**ENTWINE
THIS WEEK'S
CREATIONS INTO
YOUR D&D
ADVENTURES!**

GHOSTLY DAGGER

Learn how your players can craft a dagger that can pierce flesh and soul.

FROZEN TOOTH OF AZHAQ

Discover more about the great evil that lurked in the mountains of Lowarllien, and the creation of this frozen blade.



OCTOBER
2nd week

JUNGLE TRAPPER

Learn how to present this weapon in a way that captures your player's attention.

BULL BLOCKER

4 New Plot Hook ideas to make your player cross paths with the dwarves of Fardhill.

THE
LEGACY
FORGE



The second edition of The Blueprint is out of the forge and ready to follow you into the adventures to come! We'll discuss the items shared on Patreon this week, 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.

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

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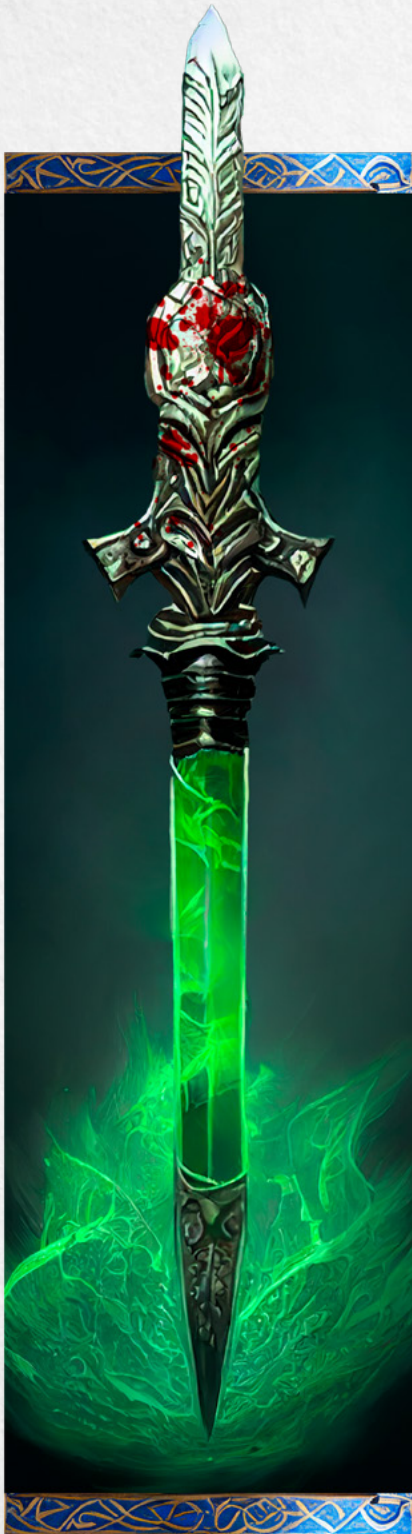
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GHOSTLY DAGGER



*Quiet now so that you can hear
the sound of water rushing near
cold as a person's final breath
deep as the plunging eyes of death*

*Follow the sound, and you may find
a wall you should never see behind
unless you bring a golden gift
to pay the boatman price of lift*

*But if you enter as a thief
to steal a power born in grief
the emerald blade, you must dip
on the very path of the souls trip*

*Only then do a Ghostly dagger's green flame
can be awoken once again.*

Killy the Bard.

STATS AND VARIANTS

Ghostly Dagger

Weapon (dagger), uncommon

This Dagger has a silver decorative handle with hidden necromantic runes. Its blade is translucent green, like an emerald gemstone with a silvery point. When you hit a creature with this magic dagger, you can speak its command word to seal the creature's blood within the necromantic rune. A green flame appears surrounding the blade of the dagger and remains there for 1 minute until you dismiss it or the creature that had his blood sealed within the necromantic rune perishes.

While the green flame is active, when you hit the marked creature with this dagger, the target takes an extra 1d4 necrotic damage and its hit points maximum decrease by the amount of necrotic damage taken. If the creature's hit point maximum is reduced to 0, the target dies. Once you activate this ability, it can't be used again until the last dawn.

Ghostly Dagger

Weapon (dagger), rare (requires attunement)

This Dagger has a silver decorative handle with hidden necromantic runes. Its blade is translucent green, like an emerald gemstone with a silvery point. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this magic dagger, you can expend one charge and speak its command word to seal the creature's blood within the necromantic rune. A green flame appears surrounding the blade of the dagger and remains there for 1 minute until

you dismiss it or the creature that had his blood sealed within the necromantic rune perishes.

While the green flame is active, once a turn when you hit the marked creature with this dagger, you deal an extra 3d4 necrotic damage and regain hit points equal to half the amount of necrotic damage dealt. The creature can't regain hit points until the start of your next turn. When you hit another creature with this dagger while the green flames are still active, you can expend a bonus action to change the marked creature.

This magic dagger has three charges and regains all expended uses every day at dawn.

PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	Rumors spread about a haunted house in the woods close to the town, and travelers had said to hear wails and screams during the cold nights. The mayor asks the party if they can investigate the story and avoid problems coming to his doorstep.
3-4	A series of crimes have been happening all over town. A disturbed cleric tells the party about a strange thing he noticed while attending the funeral rites. All bodies had pieces of their souls torn by some necrotic blade.
5-6	While traveling, the party encounters a group of corpses around a broken carriage. Traces of blood indicates that someone tried to crawl into the woods beside the road. If the party follows the trail, they'll find the corpse of a young woman close to a small pond, her hand in the water. Inside the pond, something shines in a vivid green.
7-8	Kids from a small village in the north are missing. A group of citizens raise a couple of gold coins and send a messenger to town to try to convince an adventurers group to come and investigate. Whispers say some kind of cult is gathering pieces of innocent souls to try to summon some sort of evil force long forgotten.



CRAFTING QUEST

Bathe the blade in the cold waters of the river of the dead

Some say when a big disaster happens, and many people die, for a while, the wall that separates the material and the ethereal plane gets thinner and frail. In those times, you can hear the running waters of the river of the dead.

A character can find an old dusty book with the instructions to create this magic blade. Most ingredients can be found easily, and even the ancient necromantic runes don't seem so hard to learn, but the final step of the process is when things get tricky.

You must bathe the dagger in the waters of the Styx River. For that, the character needs to travel to a place where a great catastrophe happened and cross the barrier between two worlds. The problem is that once you're on the other side, the creatures there are not okay with the idea of letting you return.

COMBAT TACTICS

Uncommon Version. When facing a group of enemies, figure out the more significant threat before activating the blade. The extra damage can be crucial to decide the fight.

If the enemy has a healer, try to notice who is more targeted by his healing spells and use the dagger to end this strategy.

Rare Version. While using these daggers, you must always keep an eye on the health of your foes. If the enemy that had his blood sealed within the necromantic rune perishes, the dagger loses its effect, and you must expend another of its charges to activate it again.

But if before the target dies, you use your bonus action to change the affected creature, you do not expend an extra charge of the weapon to keep using its magical abilities.

PRICING AND NEGOTIATING

This dagger has an evil nature and should not be found in regular magic shops. It is always associated with cultists and ritualistic tools on Black Markets, so they may "check your references" before selling this dagger to you.

Rarity	Discount	Regular	Overpriced
Uncommon	1200GP	1600GP	3200GP
Rare	4200GP	5000GP	7000GP

FROZEN TOOTH OF AZHAQ



*Inside the mountain, evil emerged.
Corrupting the land its shadow scourged.*

*Friend to foe, beast to terror
the roots of the world's decline in error*

*A dragon and a warrior decided to face
The evil force within its base
a gift of ice the dragon made
to strike the fiend and seal its fate*

*Zihat Ravieer was the Paladin's name
and with might, he led the battle's claim
to clear the land once and for all
and end, at last, the evil squall*

*The years of peace so dreamed returned.
And the mighty knight a rest deserved.
So in the frozen sea, he hid his blade
until a time of need again portrays*

*But let a simple bard inquiry
when at last this peace expires
When evil rise to turn us apart
Who shall wield the gift of Azhaq?*

Killy the Bard.

STATS AND VARIANTS

Frozen Tooth of Azhaq

Weapon (greatsword), very rare (requires attunement)

This greatsword is made from magic ice from an ancient silver dragon breath, it can't be broken or melted. You gain a +2 bonus to attack and damage rolls made with this magic weapon. This greatsword has six charges and regains 1d6 charges every day at dawn. When you hit a creature with a melee weapon attack using this greatsword, you can choose to expend up to 6 charges.

The attack deals an extra 1d8 cold damage to the target for each charge spent. Additionally, the target must succeed on a DC16 constitution Saving Throw or become restrained in ice for 1 minute. The creature can use its action to make a DC16 Strength Saving Throw to break the Ice. On a success, it frees itself.

The sword regains one charge whenever you roll a natural 20 on an attack roll. It can't hold more than six charges at the same time.

Frozen Tooth of Azhaq

Weapon (greatsword), uncommon (requires attunement)

This greatsword is made from magic ice from an ancient silver dragon breath, it can't be broken or melted. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding this greatsword, you have resistance to cold damage.

When you hit a creature with this magic weapon, the creature takes an extra 1d6

cold damage, and its speed is reduced by 10 feet until the start of your next turn.

PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	A fisherman in a Tavern says he has seen a strange iceberg floating in the cold waters of the south. He swore that something in the ice was shining.
3-4	While traveling the waters of the southern seas, the party comes across an island where strangely, the weather is trapped in an endless winter. A tribe of natives protects a sacred artifact within a frozen waterfall.
5-6	The people of Levarnia are in terror after monsters begin to rise from Lowarlien again. Rumors of an ancient evil waking inside the mountains start a quest to find the lost sword of Zihat.
7-8	One of the party members began to have strange dreams where they walked the deep tunnels inside a mountain until a giant terrifying shadow appeared. An urging feeling tells them they should travel to the Lowarlien mountains.



CRAFTING QUEST

Gain the blessing of the Silver Dragon

Tales say that before his death, Zihat hid the Frozen Tooth of Azhaq inside a floating iceberg. With time the ice that hindered the sword became as unbreakable as the sword itself. The only way someone can remove the sword from its frozen prison is with the blessing of Azhaqs Blood.

The problem is the Ancient Silver Dragon isn't seen in generations. Rumors say that something changed her in the battle against the evil in the depts of Lowarllien, and the once friendly dragon chose the solitude in a mountain so cold, no living thing could ever reach it.

COMBAT TACTICS

Very Rare version. This sword can help you quickly cause a lot of damage, so it's perfect for dealing with long-term treats. If there's an enemy creature with an annoying ability or a spell caster that can give your party a lot of trouble, deal with them first.

Save at least one charge for a special moment. You only expend a charge of this magic weapon when you hit your enemy, and you recover a charge whenever you roll a 20 on an attack, so if you keep at least one charge, you can guarantee you will always have extra damage dice to roll when you crit.

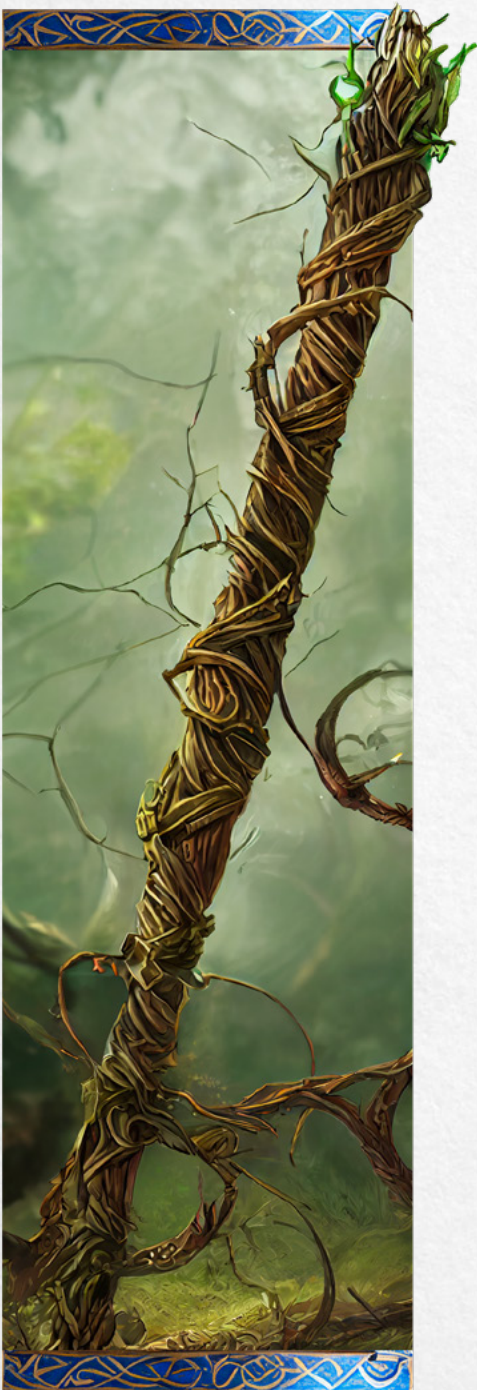
Uncommon Version. Since the ability of this version can reduce your enemy's movement speed, if you're in the front of combat and combine it with difficult terrain and multiattack, you can really stop a threat from going near the group.

PRICING AND NEGOTIATING

If you are using the Very Rare version of this weapon and the storyline about Azhaq, it should never be found for sale. But, of course, you can adapt the story to fit any sword blessed by an ancient silver dragon. **In this case, use the table below for pricing:**

Rarity	Discount	Regular	Overpriced
Very Rare	5000GP	6500GP	8500GP
Uncommon	1200GP	1800GP	3000GP

JUNGLE TRAPPER



*The land of the fey is a beauty to see
from the water so clear till the colorful leaves
Some say the path is filled with deadly traps
that most astonished eyes could never dream to crack*

*One of the most feared of them all
is a tree that hunts those who enter its halls
In the forest, she's a queen with a crown made of vines
that catches the stupids that see fruits, not signs*

*Devora is her name for those who shall dare
to try to face the queen in her lair
if you're lucky and brave to try this affair
a staff you can craft from the roots of despair*

*And so you may possess a glimpse of the deadly
power of the Jungle Trapper.*

Killy the Bard.

STATS AND VARIANTS

Jungle Trapper

Weapon (quarterstaff), uncommon (requires attunement)

This magic quarterstaff is made entirely of entwined vines. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can use your action and speak the command word while holding this weapon on a surface made of dirt or stone to make it unroll and spread in a 20-foot square. While spread in this way, the area becomes difficult terrain, and the vines are indistinguishable from natural vegetation. Any creature that searches for traps must succeed on a DC 15 Wisdom saving throw to spot the magic vines.

You can spend your reaction while a creature you can see enters the vine area to speak its command word again and make the vines sprout to life. All creatures in the area must succeed on a DC13 Strength saving throw or be restrained by the entangling vines. A creature restrained by the vines can use its action to remake the Strength check. On a success, it frees itself.

The vines remain spread for 10 minutes or until you dismiss the effect. Then it slowly regroups as the magic quarterstaff. This process takes 1 minute to complete. Once you use this ability, you can't use it again until the next dawn.

Jungle Trapper

Weapon (quarterstaff), rare (requires attunement)

This magic quarterstaff is made entirely of entwined vines. You gain a +1 bonus to attack and damage rolls made with this magic weapon. This quarterstaff has three charges and regains all expended uses every day at dawn.

When you hit a creature with this magic weapon, you can expend one charge to make some of the vines attempt to entangle the target. The creature must succeed on a DC15 Strength saving throw or be restrained by the entangling vines. While restrained by this spell, the target takes 1d6 bludgeoning damage at the start of each of its turns as the vines tighten around it. A creature restrained by the vines or one that can touch the creature can use its action to make a DC15 Strength check. On a success, the target is freed.

In addition, you can expend one charge, use your action and speak the command word while holding this weapon on a surface made of dirt or stone to make it unroll and spread in a 20-foot square. While spread in this way, the area becomes difficult terrain, and the vines are indistinguishable from natural vegetation. Any creature that searches for traps must succeed on a DC 17 Wisdom saving throw to spot the magic vines.

You can spend your reaction while a creature you can see enters the vine area to speak its command word again and make the vines sprout to life. All creatures in the area must succeed on a DC15 Strength saving throw or be restrained by the entangling vines. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC15 Strength saving throw or be restrained by the entangling vines. A creature restrained by the vines can use its action to remake the Strength check. On a success, it frees itself.

The vines remain spread for 10 minutes or until you dismiss the effect. Then it slowly regroups as the magic quarterstaff. This process takes 1 minute to complete.

PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	A farmer's sheep is missing, and he suspects wolves are lurking on his property. Investigation reveals a group of thieves with a unique quarterstaff stealing animals from all the farms in the region.
3-4	Within a forest, you find a Pixie, and she challenges the group to a game of tag. If you can catch her, she'll give you a precious gift from the Feywild, but if no one at the party can get to her in 1 hour, she'll take something from each one of them.
5-6	While the party travels through the wilderness, a group of bandits prepares a trap to rob them. The plan is to use a magic quarterstaff to trap and surrender them.
7-8	A Fey prince is bound to be married to a beautiful Eladrin, and she makes him a wish that he cannot refuse. She wants the juice of Devora Nectarines to be served at her wedding. The only problem is that Devoras are extremely dangerous and protective of their fruits. The Prince calls out for brave adventurers who can bring him ten baskets of Devora Nectarines. For those, he promises a place of honor at his wedding, the gratitude of a soon-to-be Fey King, and a gift suitable for the peril they face on their way.



CRAFTING QUEST

The root of the problem

The Jungle Trapper is a magic quarterstaff made from the roots of a vicious carnivorous tree from the Feywild called Devora. Devora trees look like regular nectarine trees but with a hidden mouth and an acid pouch to digest their meal below the ground. Its roots spread to 100 feet around it, and it is always ready to capture those who get too close.

To manage to craft this quarterstaff, you'll need to eat a Devora Nectarine. Eating the fruit gives you a masking effect that allows you to get closer without being attacked, collect and entwine the roots together. Once the staff is made, a fey ritual with the juice of the fruit and a few herbs awakens its magical properties.

COMBAT TACTICS

Uncommon Version. You can only use the entangling ability once a day, so save it until you can surprise your enemies. The best way for this ability to work is with a surprise round so everyone can benefit from the effect.

Try to catch as many as you can. Then use the difficult terrain as a form to keep the enemies away.

But remember, once you use the entangling ability, the quarterstaff vanishes only to return 1 minute after the effect is dismissed. So it's better to have a second weapon of choice.

Rare Version. The rare version of the weapon has three charges and one additional ability. Now you can attempt to restrain an enemy when you hit it.

If you have the chance to make a stake out, opt for using the ability to trap multiple foes at once. In this version, even those who got rid of the vines for the first time can be entangled again if they enter the area or start their turn there.

Use the new ability to restrain the target after a strike if it's more one-to-one combat. A restrained foe can't move, attacks with disadvantage, and your attacks against it will have advantage for as long as the condition last.

PRICING AND NEGOTIATING

The uncommon version of this quarterstaff should not be difficult to find in places with some connections to the Fey Wild. The rare version should only be found in the Feywild itself cause it needs a much stronger ritual to be made.

Rarity	Discount	Regular	Overpriced
Uncommon	800GP	1000GP	2000GP
Rare	1600GP	2200GP	3500GP

BULL BLOCKER



Boom, boom made the drums
as the giant's army marched on
Boom, boom, the dwarves' song
of shield and axe echoing long

Boom, crash the floor is breaking
in the weight of the giants, the world was shaking
Boom, crash the shield wall forms
with horns and warriors ready-at-arms

On the cliff, they waited for the giants to come
no step back allowed, no way to run
On the edge of the cliff, they fought and struck
till the last of the giants met his luck

The bull blockers never moved an inch
the shield wall didn't even flinch
and so ended the Cliffs End war
and the Giant king was king no more

Killy the Bard.

STATS AND VARIANTS

Bull Blocker

Armor (shield), very rare (requires attunement)

This iron shield has 4 Auroch horns in its front and is reinforced with strong Mithral plates. While holding this magic shield, you have a +2 bonus to AC in addition to the shield's normal bonus to AC, and your Strength score changes to 20. If your Strength without the shield is equal to or greater than 20, this shield will not alter your strength score. In addition, you count as one size larger when determining the weight you can push, drag, or lift.

While holding this shield in one hand and a Versatile weapon in the other, the damage dice you use with that weapon count as if you were holding it with both hands. That effect doesn't apply to weapons with the Heavy property.

Stand your ground. If an effect causes you to make a Saving Throw to avoid falling prone or being pushed while wearing this shield, you make the check with advantage.

Bull Blocker

Armor (shield), rare (requires attunement)

This iron shield has 4 Auroch horns in its front and is reinforced with strong Mithral plates. While holding this magic shield, you have a +1 bonus to AC in addition to the shield's normal bonus to AC. This shield has four charges and recovers 1d4 charges every day at dawn.

Bull charge. If you move at least 20 feet straight toward a target, you can expend a bonus action and one charge of this shield

to attempt to make a bull charge. The metal plates of the shield move to project the Auroch horns. Make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, the target takes 2d8 piercing damage. It's pushed up to 10 feet away and knocked prone.

Stand your ground. If an effect causes you to make a Saving Throw to avoid falling prone or being pushed while wearing this shield, you can spend one charge to make the check with advantage.

PLOT-HOOK TABLE (d8)

ROLL	RESULT
1-2	The group comes across a camp they discover belongs to Hill Giants' family. The oldest one declared himself to be the king of that hill. The group notices a bunch of humans have been enslaved, and dwarves are prisoners soon to be eaten. One of the prisoners notices the party and asks for help recovering the shields of the dwarves locked in one of the tents. With them, they'll attempt to make an escape.
3-4	An arm wrestling contest is held in a crowded and festive tavern. Against all odds, a skinny young man is winning all his matches, even against clearly stronger contenders. One may notice that the man never leaves his big iron shield out of reach.
5-6	While traveling, the group comes across a caravan of dwarves traveling uphill. Each carries at least two times its weight in what appears to be Iron Ores. How are they so strong?
7-8	While resting in a small village tavern, the group is startled as the tavern is abruptly invaded by a bunch of dirty and bloodied dwarves wearing heavy armor and strange shields. They say that a group of hungry Hill Giants is heading to the village with murderous intent and ask the help of those willing to fight. If the party volunteer, an old dwarf who recently lost an arm, approaches the group offering one of those strange shields.



CRAFTING QUEST

Prove yourself on the Red Hunt

The Bull Blocker was created by a brilliant dwarven blacksmith named Frollin Strongfeet on Minas Fardhill. The dwarves in that city are in constant war against the Hill Giants, and the forging of this shield was a tiebreaker in the great battle of Cliffs End.

They first forge the shield in Iron and Mithral and later carve the magic runes in a ritual they call the Red Hunt. The clan's warriors go to the mountains, each with the mission to single-handedly kill an Auroch. They bring their prey to the city and share their harvest with the clan. They cook the meat, make winter clothes with the fur, and finish the Bull Blockers' ritual with the blood and horns.

To somehow participate in this ritual, you must gain the confidence and respect of the Dwarves of Fardhill.

COMBAT TACTICS

Very Rare Version. The first tip here is always to use a versatile weapon. Having a higher dice without giving up on the shield's extra AC is a huge perk. In addition, you are hard to take down.

If someone in the group has access to area effects that can make enemies fall prone, don't hesitate to use them, you make the save with advantage, and having all the foes around you prone gives you advantage in every strike.

Rare Version. The bull charge is the star of this version. If planned well, you can spend your bonus action to push an enemy away, cause damage and still have all your attacks left to descend upon him. You can also use this ability to save a friend from a problematic situation, pushing the enemy away from them.

You're still harder to take down, so you can keep using the AOE strategy, just make sure you have charges left on the shield.

PRICING AND NEGOTIATING

Every time this shield is found in magic shops, it was once the shield of a warrior from Fardhill. Sometimes it is picked after the warrior falls in combat, and sometimes it is stolen.

Remember that your players may face unpleasant accusations if a dwarf of Fardhill comes across a party member wielding this shield.

Rarity	Discount	Regular	Overpriced
Very Rare	7000GP	8000GP	10000GP
Rare	5200GP	6000GP	7000GP



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.

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