



#04 - Weapons of Quality

Special Mundane Weapon Qualities

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INTRODUCTION

The reliance on mundane equipment in 5th edition fantasy games is more important than ever. Magical items are rare, and most characters rely on unenchanted equipment for a large portion of their adventuring career. As such, there exists a gap between mundane items and magical equivalents. In the past, this gap was filled with higher quality items, but the 5th edition fantasy rules choose not to include rules for such items.

A simple +1 bonus to various statistics is not enough, as the current edition has shifted away from throwing a numeric bonus at something to solve a problem or fill a niche. Instead, this product presents you with a dynamic system for items of higher quality that feel like magic without actually doing anything supernatural. Swing an expertly balanced ancestral sword forged by a race synonymous with quality craftsmanship. Use disposable artisan quality tools to improve your success rate. Wear excellent accessories that highlight your ability to smooth talk and impress. These are not items of magic, but of equipment of quality!

EQUIPMENT OF QUALITY

Artisan quality items, masterfully constructed either by sheer accident or by painstaking design, are the focus of this article. Such an item, while not better numerically, offers an advantage over other items in some way. Most artisan quality items are in all ways improved, suffering no setbacks. Others are in some way diminished, usually by being fragile or less reliable after many uses. In either case, the items in question offer a fantastical advantage that is inherently magical or has only a hint of magic. Interestingly, these amazing items are predisposed to become magical, and are items of legend nonetheless.

HOW QUALITY ITEMS ARE MADE

There are two distinct methods for the creation of a quality item. First, an accident or intentional design can result in a artisan quality item. Accidents result from experimentation or the opus of an ancient artisan. These items are painstakingly crafted, and purposefully made with the finest materials, or imbued with strange reagents that draw on ambient supernatural forces.

Normally, any crafted item has a 5% chance of being crafted as a artisan quality item. A roll is made at the end of the crafting, with a artisan quality item resulting if the roll results in an unmodified 20. If a crafting roll is required, then simply allow any natural 20 results to produce a artisan quality item. Use the example item qualities below as a guideline to determine the qualities of your item.

Intentionally crafting a artisan quality item would require more rigorous conditions, and require a special blueprint

to create. Such blueprints are an excellent item to find in a treasure hoard. The item would take twice as long to craft as normal, and cost a minimum of 500 gp or more depending on the intended qualities of the item (or 25 gold in the case of ammunition, per piece of ammunition). Again, discussions are encouraged between the game master and player to determine qualities that either match the examples below, or suit the specifics of your campaign.

A more esoteric means of creating quality items is through heroism. Swords and armor belonging to storied heroes may themselves gain a fantastic quality, even if they are not themselves inherently magical. Many of these items are handed down by history, stored in dark dungeons, or guarded by proud museum docents. However, it is possible for these abilities to manifest in the hands of a true hero, thus cementing that heroes legend in a very tangible way.

There are no hard and fast rules for the spontaneous creation of an artisan item, but a GM may feel like your players accomplished an especially significant event, such as slaying a dangerous beast, or saving the lives of many people. Such events may organically lead to the hero's weapon transforming into something unique without involving chance; a GM may simply decide that a feat of heroism is deserving of a reward.

Alternately, an exceptional dice roll is a potential catalyst for an item becoming artisan quality. If the player rolls an attack with advantage, and both dice result in a 20, such a fortuitous event could cause the weapon to develop an amazing quality.

Ultimately, as with any house rule, you are free to handle the creation of such items any way you wish. Artisan quality items are meant to occupy the lower levels of treasure. If you as a GM decide that these weapons simply cannot be crafted, and are instead items of a bygone era, or if you would rather use them sparingly or not at all, the choice is always yours.

QUALITY WEAPONS

Accurate. This ammunition confers advantage, allowing you to attack at long range without penalty, or to attack at short range more accurately. This ammunition is especially fragile, and cannot be recovered.

Balanced. This weapon confers advantage on disarm contests against being disarmed.

Brutal. As an action, you can make a special attack with this weapon. If the attack deals damage, the target must make a DC 12 Strength saving throw, or fall prone. Using this action does not allow the use of extra attacks, but does allow extra actions and bonus actions.

Quality Weapon Traits

Weapon Trait	Type
Accurate	Any ammunition
Balanced	Any Melee
Brutal	Any Bludgeoning Melee
Dense	Any Bludgeoning Melee
Detecting	Any Slashing Melee
Dual Purpose	Any Weapon
Fine Edge	Any Piercing or Slashing Melee
Macabre	Any Melee Weapon
Opportunistic	Any Light Melee
Protecting	Any Melee
Quick	Any Melee
Tenacious	Any Piercing Ammunition
Two Shot	Any Ammunition
Weighted	Any Thrown

Dense. When you attempt to attack an object with this weapon, you deal an additional 1d4 bludgeoning damage. At the GMs discretion, this may apply to certain constructs, excluding golems.

Detecting. This weapon is polished to a mirror shine, but also has a special property. The polished blade grants you advantage when attempting to detect invisible creatures within 10 feet.

Dual Purpose. This weapon deals an additional form of damage in addition to its normal damage type. This might reflect an axe with a blunt head, a sword crafted to be swing on its flat end, or a rapier with a brass knuckle built into the hilt. You can choose the damage type with each attack made with the weapon.

Fine Edge. This weapon has a fine honed edge that seldom dulls. Once per round, you may forfeit your bonus action to deal an additional 1d4 damage when you attack with this weapon.

Macabre. This weapon is visually disturbing or threatening. You gain advantage on intimidation checks while brandishing the weapon in battle. You have disadvantage on attempts to conceal this weapon on your person.

Opportunistic. When you act in a surprise round, any attack with this weapon deals an additional dice of damage. This dice is not multiplied on a critical hit.

Protecting. This weapon is especially good at protecting you from harm. Once per turn, you may forfeit your bonus

action to ready your weapon to defend yourself. Until your next turn, you may use a reaction to impose disadvantage against one melee ranged or spell attack. You may not use your reaction in such a way once the attack roll has been made.

Quick. If you miss a target with this weapon, you can use your bonus action to make an additional attack that round.

Tenacious. This piece of ammunition sticks in and wends deeper into its target. If this ammunition deals damage to a target, that target takes 2 (1d4) piercing damage after they move for the turn. If a target remains stationary, they are not subject to damage. This condition lasts until a DC 10 Wisdom (medicine) check is performed to remove the fragments, or until 5 turns have elapsed.

Two Shot. Typically crafted in twos, this ammunition can be shot two at a time at the same target, or at two targets within 10 feet of each other. This special feature requires concentration, and may not be used more than once in a round. You may recover one of the two ammunition pieces (as per the normal rules), but the remaining piece may have a twin crafted to use in the future.

Weighted. The range on this thrown weapon is halved, but it deals an extra 1d4 damage when thrown. These weapons are slightly less wieldy than normal thrown weapons, and can only be used once per turn, even if you possess other weapons with this quality.

EXPANDED OPTIONS EXPLAINED

Expanded Options are not rules supplements nor are they full on books about a certain subject. They present a set of rules, an idea, a concept for game masters and their players to explore. Hopefully they expand your game, broaden some horizons, and get people to think around the gaming table!

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The Fat Goblin Games 5th Edition Team consists of Ismael Alvaraez, Michael Riter, and myself with input from the Fat Goblin Hoarde.

Do you have an idea that might make a good 5th Edition Expanded Option? Hit us up at fatgoblingames@gmail.com and your idea might be the next one that we explore in a Expanded Option!



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