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HAMMER & ANVIL

FORGE UNIQUE WEAPONS AND ARMOUR
FOR THE WORLD'S MOST POPULAR ROLEPLAYING GAME

CREDITS

Writing & Design: Walt Ciechanowski, Josh Corcoran, Kieran Cressy, Jordan Goldfarb, Dominic McDowall, Simon Miles, Cian O'Neill, Samuel Poots, Graham Tugwell, Ryan Wheeldon

Editing: Josh Corcoran, Dominic Mc Dowall

Producer: Josh Corcoran

Creative Direction: Emmet Byrne, Dominic McDowall

Publisher: Dominic McDowall

Cover: Andreas Von Cotta-Schönberg

Illustration: Irina French, Yugin Maffioli, Sam Manley, Dimitrije Milanov, Brendan Murphy, Matthew Myslinski, JG O'Donoghue, Fabian Parente, George Patsouras, Gauvin Remy, Todd Ulrich

Graphic Design: Diana Grigorescu, Siobhán Sheehy

Layout: Claudio Canellas Dias, Diana Grigorescu

Proofreading: Nicolás Andrés Montelongo

Cubicle 7 Team: Dave Allen, Emmet Byrne, Claudio Canellas Dias, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Elaine Connolly, Alan Cooney, Josh Corcoran, Jennifer Crispin, Cree Gunning, Paula Graham, Diana Grigorescu, Keith Hanrahan, Gemma Harper, TS Luikart, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Yvonne Perry, Laura Jane Phelan, Sam Taylor, Anita Turcin, and Taryn Wray

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CONTENTS

1. STROKE THE FORGE

Using your Hammer & Anvil.....	5
Taking the Initiative!	5
Helping Hands.....	7
Hirelings.....	7
Commissions.....	8
Downtime Activities	8
Draw Schematics.....	9
Equipment Crafting.....	9
Equipment Modification.....	10
Stock the Armoury	11
Recruit Hirelings.....	11
Sell Your Stuff	11
Gather Materials	12
Enchant an Item	13
Research Enchantments.....	13
Research Artefacts	14
Uncover Properties.....	14
Campcraft.....	14
Craft Ammunition.....	14
Disenchant an Item.....	14
Jury-rig.....	15
Sew an Outfit	15
Feats.....	15

2. HAMMER AND TONGS

Weapon Smithing.....	18
1: Preparations.....	18
2: Gather Supplies.....	19
3: (Optional) Add Components.....	19
4: Design the Weapon	19
5: Make the Weapon.....	22
Weapon Component Properties.....	24
Armour Forging	25
1: Preparations.....	25
2: Gather Supplies	25

3: (Optional) Add Components.....	26
4: Design the Armour.....	26
5: Make the Armour	28
Armour Component Properties.....	29
Shield Making	30
1: Preparations.....	31
2: Gather Supplies	31
3: (Optional) Add Components.....	31
4: Design the Shield	31
5: Make the Shield.....	32
Shield Properties	33
Inventing.....	34
1. Design	34
2. Drawbacks.....	39
3. Assembly	40
Example Inventions.....	40
Core Weapons	42

3. SPARK OF CREATION


Known Enchantments.....	43
Learning new Enchantments.....	43
Enchant an Item.....	44
1: Preparations.....	44
2: Choose Your Enchantment.....	44
3: Gather Materials	45
4: Enchant the Item.....	45
Enchantment Benefits & Flaws.....	47
Benefits	48
Flaws	49
Common Enchantments	52
Uncommon Enchantments.....	56
Rare Enchantments	64
Very Rare Enchantments.....	72
Legendary Enchantments.....	79
Core Magic Item List.....	86

4. RELICS OF THE PAST

Balor's Lantern.....	98
The Blade of Hosts.....	99
The Carapace of the Deep	101
The Circlet of the impossible Striker.....	103
The Cloak of Mists.....	105
The Crown of Spires.....	107
Dawnlance.....	109
Earthshock.....	110
The Epic of Muldoon	112
The Gravitation Helm	113
The Medallion of Yngramastr	115
Olthar's Crystal Heart	117
The Pipes of the Discordant.....	119
The Portable Monarch	121
Preet's Patchwork Coat	123
The Rod of the Rubescent Rose... ..	124
Rot-Touched.....	126
The Runekeeper's Staff	128
The Shell of Distant Shores.....	129
Sparkmantle	131
The Victor's Blade	132
Wand of Primordial Air.....	134
The Wand of Resza	136
Wayfinder	137

5. INDEX

6. SPECIAL THANKS



CHAPTER 1

STOKE

THE FORGE

The characters we create are a part of us. Whether we give them a vivid appearance and tragic backstory, or if we start playing them quickly without much more than numbers on a sheet, they're personal to us. We know what they are good at, not so good at, and we can picture the iconic weapons that serve as their calling cards.

I can freely choose my character's story, personality and place in the world, but what about their weapons and equipment? If I can imagine the customised set of armour that perfects my character concept, why shouldn't I be able to create it in the game? And not just cosmetically, I want my cool ideas to have an impact on gameplay too!

The more we thought about it, the more we liked the idea of handing players the power to create their own weapons, armour, and equipment. The GM needs to have final say to preserve the power balance of their campaign, of course, but finding an expert blacksmith to craft you a sword with a +1 to hit and damage bonus feels a bit more satisfying than waiting for the right loot.

So *Hammer & Anvil*, and its companion book *Mortar & Pestle*, were born. The ideas snowballed as we worked on the book (of course) so it covers the creation of mundane and magical equipment of all sorts, as well as inventions, and a multitude of mysterious ancient artefacts for players to discover.