

**5E**

# **NON MAGICAL ENHANCEMENTS FOR WEAPONS AND ARMOR**

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**D&D 5E HOMEBREW**

## CREDITS

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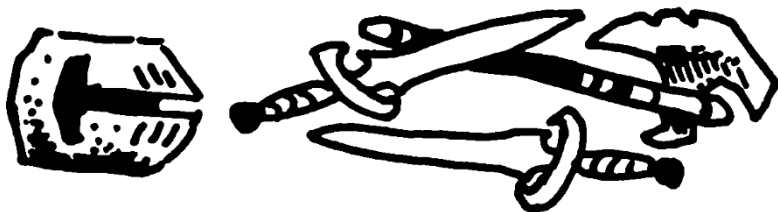
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To my friends and companions, thank you for dreaming on and on.

Thank you for your interest in this title!

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Happy gaming!



# 5E HOMEBREW

## NON MAGICAL ENHANCEMENTS FOR WEAPONS AND ARMOR



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# FROM THE WORKSHOP OF WAYLAND THE SMITH..

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**In most D&D settings magic items are not very rare – most adventuring groups hold at least a handful of them, with some of the most common being weapons and armor.**

However, in some settings and specific campaigns, magic items are scarce. Without easy access to magic, great craftspeople are encouraged to develop and produce above-average weapons and armor capable of incredible feats, like extremely sharp weapons or very heavy armor designed to not encumber the user. In this title you will find equipment options of the non-magical nature for all characters who want an advantage in battle.

## Why Would I Use Such a Thing?

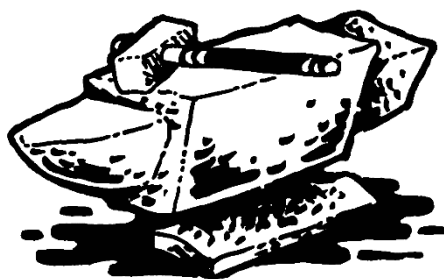
Including the items described in this title in the game can be as simple or complex as the GM wants. Some ideas include:

**Technological Advancements.** As time goes by in the setting, it's only natural to assume that eventually new technologies would be developed. The enhancements presented here can be included in the game as cutting edge technology that the adventurers volunteer or are asked to test.

Later, that technology gets cheaper to produce and is made available to the public.

**Non-magical Settings.** If the setting has an area where magic does not work (either permanently or temporarily), it is natural to assume these enhancements were developed to compensate for the absence of magic. In settings where magic never existed, they are natural developments, as described above.

**The Creation of Player Characters.** If the PCs are interested in creating weapons and armor, the DM can introduce these improvements as their own creations. These items and – most importantly – the techniques of their fabrication can bring the heroes fame and fortune, but also enemies who wish to uncover the secrets of their craft.



In Germanic mythology, **Wayland the Smith** is a legendary master blacksmith, whose story is most clearly told in the Old Norse sources *Völundarkviða* (a poem in the Poetic Edda). In them, Wayland is a smith who is enslaved by a king. Wayland takes revenge by killing the king's sons and then escapes by crafting a winged cloak and flying away. A number of other visual and textual sources clearly allude to similar stories, most prominently the Old English poem *Deor* and the *Franks Casket*. Wayland is also mentioned in passing in a wide range of texts, such as the Old English *Waldere* and *Beowulf*, as the maker of weapons and armor.

# ARMOR IMPROVEMENTS

**Delicate:** Only the lightest materials were used in this armor or shield. The plates have the minimum thickness necessary to provide the protection they should. When wearing medium armor with this improvement you can add a maximum +3 from your Dexterity modifier to AC (+4 if you have the Medium Armor Master feat). This improvement does not affect light or heavy armor mechanically, but it still affects their appearance (with effects, if any, at the DM's discretion).

**Polished:** An armor or shield with this enhancement was made with shiny reflective metals. Besides being very beautiful, the shiny surface of the item can be used to dazzle enemies. In bright environments, this item provides a +2 bonus to AC, but only in the first round of combat.

**Reinforced:** Additional plates, an extra layer of mail or padding, doubled protection at the joints and vulnerable areas.. An armor or shield with this enhancement gains a +1 bonus to AC, but imposes a -2 penalty on all Strength (Athletics) or Dexterity (Acrobatics) checks.

**Sealed:** The armor was forged to cover the entire wearer's body and reinforce stability. This improvement provides a +1 bonus to Strength and Constitution saving throws, but can only be applied to heavy armor.

**Spiked Armor:** A thorn-covered armor is an impressive sight – especially if each thorn is bathed in the blood of enemies! If you wrestle a creature (see “Grappling”, PHB p. 195) while wearing this armor, you deal an amount of

piercing damage to that creature equal to your Strength modifier (minimum 1). The damage is caused at the beginning of your turn, as long as the grapple is maintained.

**Spiked Shield:** A more common modification than spiked armor. When holding a shield with this improvement you can use it as an off-hand improvised weapon to deal 1d6 points of piercing damage.

**Tailor-made:** Although many armors are made specifically for one user, this specific item has gone through a period of extensive adjustment and refinement, adapting perfectly to your body. When both are applied to the same item, this improvement negates the penalties of a reinforced armor (above), but only for the specific person for which it was adjusted (for others, it behaves like a common item).

Improvement	Cost	DC*
Delicate	+1500 gp	+10
Polished	+1500 gp	+10
Reinforced	+600 gp	+5
Sealed	+3000 gp	+15
Spiked armor	+300 gp	+5
Spiked shield	+50 gp	+5
Tailor-made	+900 gp	+10

\* Applied to the usual DC to create or repair the item

# WEAPON IMPROVEMENTS

**Balanced:** A balanced weapon is forged with the lightest materials possible to facilitate complex movements. You gain a +1 bonus on attack rolls when executing maneuvers (be it from the Battle Master Fighter Archetype, the Martial Adept feat, or even common maneuvers like the disarm option from the DMG).

**Brutal:** Serrated edges, thorns and even additional blades can make up a brutal weapon. Sometimes, this quality comes from the superior raw materials of the weapon. It grants a +1 bonus to damage rolls.

**Magistral:** Forged by a true master, this weapon is probably the work of a lifetime. A magistral weapon grants a +1 bonus to attack rolls.

**Massive:** This weapon was made with dense and heavy materials so that your blows have a terrible impact. When scoring a critical hit with this weapon you roll one additional weapon die of damage. A weapon cannot be massive and precise at the same time.

**Precise:** Special care was taken when tempering steel of this weapon, so that its edge always remains as sharp as a razor. When wielding this weapon, you score a critical hit on a 19-20. If you already have an increased chance of scoring a critical hit, increase that chance by one number. A weapon cannot be precise and massive at the same time.

Improvement	Cost	DC*
Balanced	+600 gp	+5
Brutal	+600 gp	+5
Magistral	+900 gp	+10
Massive	+3000 gp	+15
Precise	+1500 gp	+10

\* Applied to the usual DC to create or repair the item





# GENERAL MODIFICATIONS FOR ITEMS

These modifications can be applied to any weapon, armor, shield, or (at DM's discretion) even other items.

**Gold-plated:** A favorite modification of pompous nobles or adventurers who just got rich. A gold-plated item grants you a +2 bonus on Charisma (Persuasion) checks. However, the GM can change this bonus to a -2 penalty, if the character is interacting with people who despise such ostentation. In addition, it can attract thieves.

**Jeweled:** It is easy to believe someone opulent and proud enough to boast a jeweled item. This item grants you a +2 bonus to Charisma (Deception) checks. Even more than a gold-plated item, a jeweled item can attract the attention of thieves.

**Macabre:** A macabre item is painted with dried blood, carved in the shape of a skull or decorated with pieces of ears, fingers and eyes. This frightening appearance provides a +2 bonus on Charisma (Intimidation) checks, but imposes a -2 penalty on Charisma (Persuasion) checks.

Modification	Cost	DC*
Gold-plated	+1000 gp	+5
Jeweled	+3000 gp	+5
Macabre	+300 gp	+5

\* Applied to the usual DC to create or repair the item

## Example: The Damascus Blade

The legendary sword of Saladin, the Damascus Blade is a *brutal, magistral* and *massive* scimitar worth 4525 gp. It grants a non-magical +1 to attack and damage rolls and one extra die of damage on critical hits.

