

+1/2/3 WEAPONS

d6 Name this weapon (see DMG 142-143)

- 1 [specific type] of [wielder name]'s [noun]
- 2 [Minor Property or Trait] [general type]
- 3 [wielder name]'s [Trait or Quirk] [specific type]
- 4 [Creator] [general type] of [Minor Property or Trait]
- 6 The [noun/type] of [History] <> [wielder name]('s)

RANDOM WEAPON TABLE (D12)

1-2 Simple Melee Weapons (d10)

- 1 Club
- 2 Dagger
- 3 Greatclub
- 4 Handaxe
- 5 Javelin
- 6 Light Hammer
- 7 Mace
- 8 Quarterstaff
- 9 Sickle
- 10 Spear

3-4 Simple Ranged Weapons (d4)

- 1 Dart
- 2 Light Crossbow
- 3 Shortbow
- 4 Sling

5-8 Martial Melee Weapons (d20)

- 1 Battleaxe
- 2 Flail
- 3 Glaive
- 4 Greataxe
- 5 Greatsword

6 Halberd

7 Lance

8-10 Longsword

11 Maul

12 Morningstar

13 Pike

14 Rapier

15 Scimitar

16 Shortsword

17 Trident

18 War Pick

19 Warhammer

20 Whip

9-11 Martial Ranged Weapons (d6)

- 1 Blowgun
- 2 Hand Crossbow
- 3 Heavy Crossbow
- 4-5 Longbow
- 6 Net

12 Exotic Monster Weapons (d12)

- 1 Chatkcha or Gythka (thri-kreen)
- 2 Clawed Gauntlet
- 3 Ferryman's Oar (marraenoloth)
- 4 Garrote (ettercap, meazel)
- 5 Harpoon (merrow)
- 6 Pincer Staff (kuo-toa)
- 7 Scourge (drow)
- 8 Scythe
- 9 Spiked Bone Club (grimlock)
- 10 Spiked Chain (tlincalli)
- 11 Sword Cane
- 12 Wicked Sickle (redcap)

+X WEAPON TRAITS

d20	Trait
1	Accursed (d6)
2	Annoited
3	Bane
4	Bloodthirsty
5	Conditional Power
6	Form Shifting
7	Great War
8	Inexorably Drawn
9	Lampblack
10	Paired
11	Runic
12	Shattered
13	Shieldbreaker
14	Special Material (d8)
15	Spell Focus
16	Spellward
17	Storied
18	Trick
19	Unnerving
20	Sentient (see DMG 214)

Accursed weapons bear a curse, though there is often some hidden way to use it to the wielder's benefit. Roll a d6 to determine the nature of the curse.

WEAPON CURSES

d6	Curse
1	The wielder slowly transforms (e.g. into stone, into a beast, or into the weapon itself).
2	The weapon's barely contained magic interferes with other magic items in close proximity, draining their charges, causing them to activate erratically, preventing them from working, etc.
3	If the wielder is reduced to 0 hit points with the weapon on them, they die and at the start of their next turn arise as an undead "curst."
4	The weapon symbolizes an unspoken contract among some culture or creatures.
5	The weapon changes others' perceptions of you, causing initial reactions to be cautious/distrustful.
6	The past owner/creator is hunting for it.

Annoited weapons can be used as a holy symbol and glow with shifting light for 1 minute when holy water is sprinkled on them, allowing that holy water to be delivered on the next attack within 1 minute.

Bane weapons were created with a specific species in mind (e.g. wererats), and initial reaction among that species is hostile or fearful. Regardless of the +X to the weapon, against all other creatures it functions as a +1 weapon. However its damage bonus against the foe it was made for is tripled (e.g. +2 *wererat-bane longsword* acts as a +1 longsword vs. most creature, or +2 hit vs. wererats and +6 damage versus wererats).

Bloodthirsty weapons magnify the wielder's desire for resorting to violence. On a critical hit, the weapon adds its bonus as damage to *each* die that is rolled.

Conditional Power weapons grant additional Traits, Quirks, or single-use spells if specific conditions are met such as an auspicious time, after slaying a certain NPC, when wielded in a particular location, etc.

Form Shifting weapons have an alternate form that might be revealed by physical manipulation (e.g. dagger hidden in hilt), command word, contact with a certain substance or environment, or changes in the wielder's emotional state or skill level.

Great War weapons were wielded by warriors in ancient battles. A non-spellcasting character can attune to the weapon, replacing the +X damage with [bonus * die type] damage on one attack per minute (e.g. a fighter wielding a +2 *greatsword* could, once per minute, deal +4d6 damage instead of +2 ongoing).

Inexorably Drawn weapons are pulled by fate towards a particular destination, such as the place of their creation, the lair of a villain, or the place the wielder most needs to find for their redemption. This manifests according to the weapon's other traits.

Lampblack weapons tend to avoid notice during cursory inspections, and others casually viewing the wielder are subliminally convinced they know the wielder from somewhere (so long as the wielder is not obviously wildly out of place).

Paired weapons are a matching set, with iconography like sister/brother, moon/sun, life/death, etc. While wielded by the same wielder or by allies within 30 feet of each other, they can swap bonuses back and forth. For example, a rogue with paired +1 *shortswords* might shift the bonuses from one to the other for an attack with +2 to hit and damage, while the other gains no magical bonus.

Runic weapons have runes in a forgotten language which *detect magic* senses as magical, but which no spells can decipher. There is one sentence per +1 bonus. Each sentence that you discover the meaning of extends the weapon's +X bonus to a particular skill, saving throw, initiative, spell ability check, etc.

Shattered weapons are splintered fragments of a formerly more powerful item. If the other fragments are found and the weapon reforged, it becomes far more powerful.

Shieldbreaker weapons are Bludgeoning and/or Heavy; when wielded against a creature with a shield, if the weapon misses by 1 or 2 (i.e. thanks to the shield), the shield is broken if it is nonmagical.

Spell Focus weapons may be used as either an arcane focus or a druidic focus, depending on their nature.

Spellward weapons grant their wielder immunity to a spell chosen when they are created; an Uncommon (+1) weapon wards against one spell of 3rd level or less, a Rare (+2) weapon against two spells of 5th level or less, and Very Rare (+3) against three spells of 8th level or less. These spells should be thematically related. A creature may only benefit from one Spellward weapon at a time.

Storied weapons slowly decorate their sheath with illustrations of your exploits. Bards and minstrels seem to include mention of your exploits with the weapon more often than is warranted.

Trick weapons are surpassingly well-balanced. When in the hands of a proficient wielder, they gain advantage on checks to perform tricks that are not attacks (e.g. impressing a crowd, splitting an arrow).

Unnerving weapons cause beasts to behave anxiously and ominous harmless effects when drawn, such as flickering of candles, shifting of sounds, etc.

SPECIAL MATERIALS

d8	Material	Effective against...
1	Adamantine	Constructs & auto-crit objects
2	Astral Driftmetal	Incorporeal creatures
3	Bloodiron	Demons
4	Cold Iron	Fey
5	Duskwood	– (half weight and ignore rust & heat metal)
6	Green Steel	Devils
7	Mithral	– (half weight and ignore rust & disenchanting)
8	Silver	Lycanthropes