

ESQUIEL'S GUIDE TO MAGIC WEAPONS



5E D&D HANDBOOK



Arm your heroes and villains with 120+ new magic weapons,
and 20 new pieces of armour.

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WARNING

This guide may contain British spelling.

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PREFACE BY ESQUIEL FAIRHAND

Few chroniclers of the Forgotten Realms have proved as committed to their work, or as diligent in their approach, as the half-elf Esquiel Fairhand. His injury at The Battle of the Lich King, whilst serving in the Neverwinter Guard, turned out to be a boon to any adventurer fascinated with magical weaponry, as the maimed soldier-turned-scholar applied his military discipline to the task of compiling this here archive of enchanted arms.

If you chance upon an original copy of his manuscript, tucked up in some dusty corner of Candlekeep Library, you will find, in neatly-written hand, this preface by the author.

YOUR HUMBLE SERVANT TO HISTORY

The realms of Faerûn have known many great historians throughout their aeons of existence: illustrious names who I won't mention here, lest people say I compare myself to them. Whilst these celebrated scholars left no stone unturned in their chronicling of past and present civilisations, the gods, the arcane, as well as monsters, beasts and natural lore, none of them (as far as I am aware), ever made any dedicated attempt to research and order all of the known enchanted weaponry and armour of our realms.

Ever since I saw, during my time serving in the Neverwinter Guard, the Paladin, Estelle, drive back the hordes of rotting undead from our city walls with her mighty blade *Moonsong*, I have been fascinated with the power and influence of weapons suffused in arcane power.

On the very same day I witnessed Estelle slay the Lich King, Varillix, her sword alight with the righteous radiance of Lord Tyr, I myself suffered the misfortune to lose my right leg below the knee. I don't mind to admit that the days that followed the battle for Neverwinter were amongst the darkest I have experienced on earth. The corporal pain subsided, but the inability to continue my soldierly calling was a pain far greater still.

Providence works in mysterious ways, and so it was that a dear friend of mine, recalling my love of history and natural lore, put in my hands various books by Volo, Mordenkainen and Elminster himself (there, you see, I did mention them), weighty tomes which helped me pass the many difficult days, weeks and months of recovery. During this long period of recuperation, I read scores of works by authors famous and unknown, and even began jotting down some of my own observations, notes and references, finding a great pleasure in these experimental academic pursuits.

You've guessed by now, of course, that a new path opened up to me. One more suitable to a man with one leg, since this journey did not necessitate charging recklessly onto the field of battle, but rather would entail sallies to the temple archives, regular raids on the public records office, and forced marches to the assorted libraries of the Sword Coast.

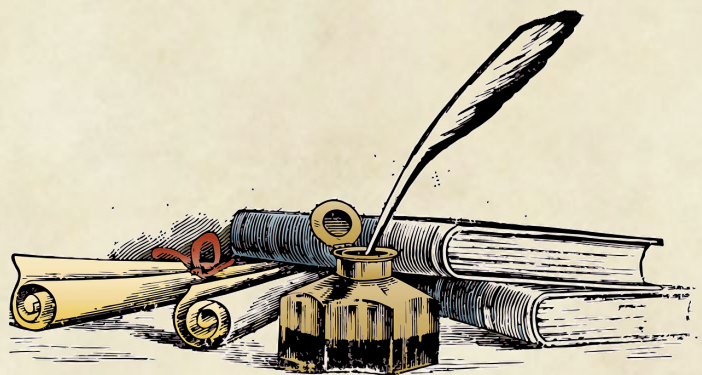
Despite my advancing years, and crippled body, I felt a vim and vigour rarely experienced in my youth as I pursued, with great happiness, the chronicling of every known enchanted sword, axe, dirk, bow, spear and glaive in the land. I was driven to record not only the full extent of their arcane properties, but also the origins and history of the arm in question. Who made it, for what purpose, and how long ago? Many times, the latter details proved impossible to find, but, whenever I could, I diligently noted them down, along with the weapon's powers.

Whilst I cannot claim to have discovered all there is to know on this subject, or even a small fraction of it, after 17 years of research I'm satisfied that my findings are numerous and interesting enough to share with the wider academic public. And if they are not, then most likely they will not be in another 17, nor 170 years neither.

And so, for better or for nought, I do present unto the literate folk of the Realms, this, my post-military life's work: *An Extended Chronicling of the Enchanted, Bewitched, Demonic and Fantastical Weaponry and Armature of the Combined Realms of Faerûn in the Fervent Hope of being Advantageous for Posterity, by the Amateur Half-elfen Historian who answers to the name Esquiel Calvus Sandrif Fairhand the One-legged, former Corporal of the Neverwinter Watch.*

I have heard some folk refer to it as 'Esquiel's Guide to Magic Weapons', if that be a more convenient cognomen.

Postscript: I am much indebted to my servant, Master Buckbee Brandypot, for his tireless assistance in matters such as fetching tomes from the library, restocking my office with quills, ink and parchment, and emptying my chamberpot during particularly lengthy writing sessions. An intelligent young halfling, he has been a steadfast companion and an invaluable aid in the compiling of this compendium. However, I do find, with no little ire, that upon revising this volume for clerical errors, Master Buckbee has exceeded his remit entirely and added some notations wholly frivolous in nature and not befitting the seriousness of the work at hand. Nonetheless it is altogether too late and too costly to remove them now I fear. As I said previously, Providence does work in mysterious ways and so mayhap it is some small work of fate that his (frankly banal) comments remain extant, a reminder that the even the worthiest endeavour must be undertaken with humility.



ABOUT THIS GUIDE

MISSION STATEMENT

The aim of this guide is to enhance the catalogue of magic weapons and magic armour presented in the Dungeon Master's Guide, offering a wealth of new options for gameplay.

While the fun value of the 'official' existing crop of weapons is beyond dispute (as generations of D&D players will testify to), some of them have become too familiar over the years, while some gamers may be frustrated by the lack of variety on offer in the core rulebooks. For example, almost all of the weapons in the DMG are swords, with only a light smattering of axes, hammers and maces to be found, along with a solitary longbow, a single javelin, one trident and a lonely dagger.

Within this guide you'll find at least one magic arm for every weapon mentioned in the Player's Handbook, so that whether your PCs fight with a longsword, morningstar or maul, or even dual wield with a whip and war pick, as a DM you will have something you can drop into a treasure hoard that will be perfect for them.

The majority of weapons in this guide are geared towards mid to high tier players, but towards the back of the book you will find "The DM's Magic Weapon Generator". This series of tables contains around 70 less powerful properties, plus variations, that you can use to create an almost endless quantity of unique magic weapons, any of which you can drop into a low-level campaign, or include in any treasure haul, without 'breaking the game'.

Finally, starting on p.48, you'll find a number of useful treasure tables, that also include the weapons of the DMG.

FINDING THE BALANCE

Balance is important in Dungeons & Dragons, specifically the balance of power between Player Characters. A game table where everyone can contribute, more or less equally, in the challenges the party faces is nearly always a happy table. A table where one or two PCs steal all the limelight can lead to a substandard RPG experience for those playing weaker characters.

Magic weapons can threaten that balance, and DMs should feel empowered to step in, should an item becomes too influential.

If, for example, you feel like a weapon is too strong, then you can easily adjust it with any of the following methods:

- Reduce, or remove, the weapon's bonus modifier.
- Add a limited number of charges for a magic property that currently doesn't use them.
- Reduce the number of charges for a magic property.
- Remove a problematic property.
- Determine that the weapon requires attunement, if it does not already (remember a PC can be attuned to a maximum of three magic items at one time).
- Add a limitation to the weapon, so that its abilities can't be used in every circumstance (it might only function in the dark).
- Add a minor curse, or flaw, giving the weapon a drawback.

You can do this before planting a magic weapon in your adventures, if you predict it's going to be too powerful, or, if necessary, after the problem arises.

In the latter case, you can explain (in the context of your fantasy world) that the ancient magic infused into the weapon is fading. Another, more extreme, solution is to create scenarios where a game-breaking weapon might be lost, stolen or broken (chance must be a factor however otherwise the player will feel cheated). Out of game, you can explain to the PC in question why you took action.

Every threat is an opportunity, and it's well worth remembering that magic weapons also offer DMs a chance to redress balance at the table, by giving weaker characters powerful items that bring them up to speed with their stronger party members. So rather than take away from one character, you can solve balance issues by giving new items to the others. A party of adventurers can rarely become too powerful, as you can always throw bigger and harder challenges at them. Let your objective be to level the playing field between the PCs themselves.

MORE DIFFICULT ATTUNEMENT

For selected weapons in this guide, I decided that attunement to this weapon should not be automatic. Sentient weapons, or weapons inhabited by a faerie spirit, or infused with the power of nature, might not take to being wielded by a ruthless assassin for example. I used this idea sparingly, but consider rolling it out if you want to challenge your players or make certain items yet more mysterious, and their powers more compelling (after all, what is more compelling than the unattainable?).

MONSTERS & NPCs WITH MAGIC WEAPONS

Arming your monsters and NPCs with magic weapons can be a great way to inject the surprise factor, not to mention the fear factor, into a combat. You'll find a few weapons in this guide made for that very purpose (such as the *Medusa Flail*, depicted on the front cover). Just bear in mind that if the PCs defeat this foe they will want to take possession of the weapon in question. So if, for example, you want an NPC to use a fearful weapon such as *Screamhoarder* (p.27), but don't want your PCs to be able to use it afterwards, you need to prepare for that eventuality with restrictions on attunement, or a curse (if I haven't already done it for you!). It might become their mission to destroy such a weapon instead.

A NOTE ON LORE

You will find lore on some of the weapons in this book, in the form of the 'Esquiel's Notes' boxed texts. All cities, regions and topography are 'real' (i.e. they exist in the Forgotten Realms campaign setting), a few historic events are also canonical, but most events, and almost all characters, are the author's invention, to be incorporated into your world, or ignored, as you see fit. The goal of providing this lore is to offer up inspiration for further creativity, as well as to arm DMs with some readymade backgrounds to impress their PCs (should they pass their History / Arcana checks).

ESQUIEL'S GUIDE TO MAGIC WEAPONS

Magic weapons offer a finishing touch to any fantasy hero, the edge they have on the battlefield when the fight goes down to the wire. It's important that they earn that edge, either digging these enchanted treasures out of the depths of a perilous dungeon, or perhaps even wresting it out of the hand of an arch enemy.

In the following chapter you'll find over 120 new magic weapons, from axes through to whips (every single weapon in the Player's Handbook is represented), with which to reward or incentivise your PCs for their heroic deeds.

You'll also find a number of weapons which, in the hands of their enemies, will inspire genuine terror and apprehension.

AXES

BATTLEAXES

BLOODTHIRSTY BATTLEAXE

Battleaxe, very rare (requires attunement)

This vicious battleaxe craves the fury of combat, filling its wielder with bloodlust as it scythes down the enemy.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Additionally, when you reduce a creature to 0 hit points with this weapon, you gain 1d6 temporary hit points and can make one melee attack with the axe as a bonus action.

SAVAGE AXE

Battleaxe, rare (requires attunement)

This weapon's wooden handle is decorated with feathers, animal skulls and primitive runes. Atop its haft is a carved totem of a screaming monster, usually a cockatrice, dire wolf, griffon, or mantichore.

When you hit with this weapon you deal an extra 1d4 slashing damage.

Battle Cry. Once per day, you may use your action and cause the totem of this axe to utter an ear-piercing war cry that sends chills down your enemies' spines, and encourages your allies. Each creature of your choice within 30 feet of you gains advantage on attack rolls until the start of your next turn. When you use this property, you may make a single weapon attack as a bonus action.

SILVERWIND

Battleaxe, legendary (requires attunement by a creature of good alignment)

This elegant elvish axe is forged from mithral silver, and inscribed with poetic tales of legendary heroes. It is half as heavy as a standard battleaxe and has the finesse quality.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, as well as a +3 bonus to initiative rolls.

When you hit an orc or goblinoid with this weapon, they take an extra 1d6 slashing damage. When you reduce an orc or goblinoid to zero hit points with this weapon, you may make an additional attack using a bonus action.

ESQUIEL'S NOTES

Named after its bearer, this single-headed axe was given as a gift to Jethril Silverwind, from his king, with the purpose of driving back the Army of Darkness from the gates of Myth Drannor. Silverwind won many battles, but not the war, and eventually perished in defence of the city. I have written to the sages of Evermeet to ask of the weapon's fate, but I have yet to receive a reply...

GREATAxes

AXE OF CLEAVING

Greataxe, very rare

This huge double-headed axe has a haft over five feet long, and a wickedly sharp blade. When swung with full force it cleaves through its opponents' armour with ease, slicing chain, plate and shields like melons, its deadly momentum often carrying it towards a second target.

When you attack with this magic weapon, you score a critical hit on a roll of 19 or 20.

Additionally, when you hit a creature with this axe, you may choose another creature within 5 feet of your original target and within your reach. If the original attack roll would hit the second creature they take damage equal to half the amount dealt to the original target.

COLOSSUS KILLER

Greataxe, very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature of Large size or larger, the creature takes an extra 2d6 slashing damage.

MINOTAUR AXE

Greataxe, very rare (requires attunement)

The demonic power of Baphomet is invested in this vast axe, whose twin bits are decorated with the carving of a labyrinth.

Labyrinthine Recall. You can perfectly recall any path you have travelled in the last 7 days, provided you were in possession of the axe then and remain in possession of it now.

Deadly Charge. When you move at least 10 ft. straight toward a target and hit with your first attack using this axe, the target takes an extra 2d6 slashing damage.

Reckless. At the start of your turn, you can choose to gain advantage on all melee weapon attack rolls you make during that turn, but attack rolls against you have advantage until the start of your next turn.

*There's no denying it, minotaurs are a-mazing creatures.
Buckbee.*

VAMPIRIC AXE

Greataxe, legendary (requires attunement)

The twin, blackened blades of this axe look like a huge bat spreading its wings, while between the bits, on the eye of the axe, is a bat's head bearing its sharp fangs in a vicious grimace.

When you hit with a creature with a melee attack made by this weapon it takes an additional 3d6 necrotic damage. The target's hit points maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn in control of the weapon's owner.

Curse. The weapon has a corrupting influence on good and neutral-aligned creatures. At dusk, if the wielder has drawn blood with this axe since the previous dusk, they must make a DC 10 Charisma saving throw. If they fail the saving throw their alignment changes to evil, and they become an NPC (at the DM's discretion). Once evil, their goal will be to raise an army of spawn and become as powerful as possible. The wielder may choose to get rid of the axe before this happens but they must succeed on a DC 15 Wisdom saving throw to overcome the seductive nature of the weapon. If they succeed, a *remove curse* spell will enable them to abandon the weapon. On a failure they are unwilling to let the weapon go and must wait until the following day to try again.

ESQUIEL'S NOTES

According to the sage Pennifor, this foul weapon was created when the wizard Rosalin confronted the vampire, Prince Maximil, in his own citadel. Whilst Rosalin was unable to vanquish the undead prince entirely, she succeeded in trapping his soul in a greataxe hanging in the vampire's hall. Rosalin buried the axe, but it was discovered not long later, lying on top of the earth by a farmer called Toivon. The very metal of the axe was corrupted by Maximil's spirit, becoming warped, black and bat-shaped, whilst the farmer Toivon developed an evil bloodlust. He began to terrorise the local village and raised a gang of vampire spawn, before a band of adventurers were hired to put an end to his unholy activity. It seems the adventurers cast the axe down a well and sealed it for good.

HANDAXES

ENCHANTED AXE

Handaxe, very rare

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you make a ranged attack with this axe, whether you hit or miss, it immediately flies back to your hand. No matter how many attacks you have, you can only make one ranged attack with this weapon during your turn.

HOWLING AXE

Handaxe, very rare (requires attunement)

The image of a snarling wolf is etched into the silver-coated metal head of this elegant weapon, whose dark wooden handle is decorated with phases of the moon and woodland motifs.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While holding this weapon, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Howling Summons. You can use an action to cause this weapon to utter a wolf howl that summons 1d4+1 wolves, which appear from the forest or hills and flock to within 10 feet of you. The summoned wolves are friendly to you and your companions. Starting next turn, roll initiative for the summoned creatures as a group, to determine when they act. While you hold the axe, they understand and obey any verbal commands that you issue to them (which you can do as a free action). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. They remain for one hour, until death, or until you dismiss them, at which point, if alive, they slink back into the wilderness. You must be in the open wilderness to be able to use this feature. This property of the weapon can't be used again until the next dawn, or if you've already used the weapon's other property 'Wolf Form' since dawn.

Wolf Form. While holding this weapon, you can use an action to magically assume the shape of either a wolf or a dire wolf. You can stay in beast shape for a number of hours equal to your Wisdom modifier, minimum 1 hour; otherwise all the rules that apply to a druid's Wild Shape ability apply to you. This property of the weapon can't be used again until the next dawn, or if you've already used the weapon's other property 'Howling Summons' since dawn.

*Summons wolves!? Sounds like a pack of lies to me. **Buckbee.***



BLOWGUNS

SPIDERGUN

Blowgun, very rare

This black gun is decorated with fine silvery webbing that, on close inspection, glows faintly. It was crafted by drow magic in the Underdark. While in sunlight the weapon's magical properties do not work, and if exposed to bright sunlight for over a minute the weapon crumbles to dust.

This magic weapon has 5 charges and regains 1d4+1 charges daily at dusk.

Poison Dart. You may use an action and expend 1 charge to fire a poison dart at a target of your choice within range. If you hit, the creature takes 1 piercing damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage, or if another creature takes an action to shake it awake.

Web. You may use an action and expend 1 charge to expel a mass of sticky webbing to a point you choose within range. This webbing behaves exactly as the spell *web*, other than the fact that no concentration is required to maintain the effect.

ESQUIEL'S NOTES

This weapon is well known in Waterdeep. Some years ago, an unknown vigilante, bearing a blowgun of this description, escaped freely with the murder of a Masked Lord. Having slit the Lord's throat, she foiled all attempts to catch her by entangling the nobleman's guards in sticky strands of webbing. A desiccated scorpion was found in the victim's mouth.

SWAMPGUN

Blowgun, rare

The skin of this reed-like weapon changes colour to match its environment. Its owner gains a familiarity with swampy terrain.

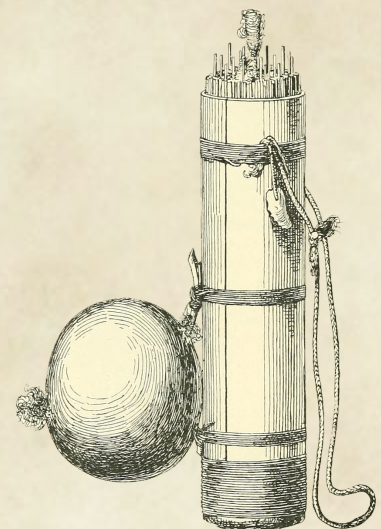
Standing Leap. While holding this weapon, your maximum long jump distance increases to 20 feet and your maximum high jump distance increases to 10 feet, with or without a running start.

Swamp Camouflage. While in possession of this weapon, you have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Swamp Knowledge. While in possession of this weapon, you have advantage on Wisdom (Survival) checks made in swampy terrain.

Waterbreathing. While holding this weapon to your mouth, you can breath underwater for one hour, to a depth of 30 feet.

*Someone tried to sell me a Swampgun once for 10,000 gold pieces. I told him to bog off... **Buckbee.***



BOWS

ARROWS

ARROW OF ACCURACY

Arrow, uncommon

When you attack with this magic weapon you have advantage on the attack roll. Once an *arrow of accuracy* has successfully hit a creature, it becomes a non-magical arrow.

SNAKE ARROW

Arrow, uncommon to very rare

The shafts of these arrows are decorated in coloured rings or diamonds, whilst the tip is carved to resemble a snake's head. When you hit with one of these magic arrows, at the precise moment of impact it transforms into a living snake, injecting your foe with venom that deals additional damage, determined by the arrow type. When you miss the arrow also turns into a snake, but slithers off.

Black Mamba Arrow. *Very rare.* You gain a +3 bonus to attack and damage rolls made with this magic weapon. On a hit, the target must make a DC 17 Constitution saving throw, taking 5d8 poison damage on a failed save and becoming poisoned. On a success, they take half as much damage and are not poisoned.

Blue Coral Arrow. *Very rare.* You gain a +2 bonus to attack and damage rolls made with this magic weapon. On a hit, the target must make a DC 15 Constitution saving throw, taking 1d10 poison damage on a failed save and becoming paralysed. On a success, the targets takes half as much damage and is not paralysed. The saving throw may be repeated at the end of each of their turns.

Cobra Arrow. *Rare.* You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a hit, the target must make a DC 13 Constitution saving throw, taking 4d4 poison damage on a failed save and becoming poisoned. On a success, the target takes half as much damage and is not poisoned.

Viper Arrow. *Uncommon.* On a hit, the target must make a DC 10 Constitution saving throw, taking an additional 2d4 poison damage on a failed save, or half as much damage on a successful one.

These arrows are enough to make me quiver with fear.

Buckbee.

BOWS (ANY)

SERPENT BOW

Any bow, legendary (requires attunement)

Both ends of this bow are carved in the likeness of snake heads. The powerful enchantment wrought into the limbs of this weapon enable the wielder to turn a limited number of ordinary arrows into *snake arrows* each day.

This weapon has 10 charges, and it regains 1d8+1 expended charges daily at dawn.

When you nock an arrow using this bow, you can use a bonus action and expend 1-4 charges to transform it into a *snake arrow*. The number of charges required depends on the type of arrow you wish to employ. *Viper arrow* = 1 charge, *cobra arrow* = 2 arrows, *blue corral arrow* = 3 charges, *black mamba arrow* = 4 charges.

LONGBOWS

ENERGY BOW

Longbow, legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of pure energy, choosing from the types below.

Fire Arrow. This arrow deals 1d8 fire damage. A flammable object hit by this arrow ignites if it isn't being worn or carried.

Force Arrow. This arrows deals 1d8 force damage. A creature hit by this arrow must succeed on a DC 12 Strength (Athletics) check or be pushed back 5 feet.

Ice Arrow. This arrow deals 1d8 cold damage. When you hit a creature with this arrow its speed is reduced by 10 feet until the start of your next turn.

Lightning Arrow. This arrow deals 1d8 lightning damage. When you roll a 20 on an attack roll the target must make a DC 15 Constitution saving throw. On a failure, it is stunned until the start of your next turn.

Necrotic Arrow. This arrow deals 1d8 necrotic damage. When you roll a 20 on an attack roll the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Radiant Arrow. This arrow deals 1d8 radiant damage.

ESQUIEL'S NOTES

This bow is first mentioned in passing in the *Chronicles of Nerodinthos*, written before the Sundering, making it one of the oldest documented enchanted weapons known today. The eponymous sage described it as *a bow with an inexhaustible supply of arcane energy, capable of turning the tide of battle*. The weapon is famous enough to have inspired scores of artificers to try to replicate its properties. One named Gravinex The Scarred complains that fusing more than one energy type into a weapon almost invariably causes it to implode. This perhaps accounts for the numerous, less-versatile copies of this ancient wonder, such as the Flame Bow and Necrotic Bow, which I have commonly found documented during my research. The unique 'mastercopy' was lost during The Crown Wars, with several historians claiming it was stolen and taken into the Underdark by drow hands.

FLAME BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of fire energy. On a hit, the arrow deals 1d8 fire damage. A flammable object hit by this arrow ignites if it isn't being worn or carried.

FORCE BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of force energy. On a hit, the arrows deals 1d8 force damage. A creature hit by this arrow must succeed on a DC 12 Strength (Athletics) check or be pushed back 5 feet.

HOLY BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of radiant energy. On a hit, the arrow deals 1d8 radiant damage.

ICE BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of cold energy. On a hit, the arrow deals 1d8 cold damage. When you hit a creature with this arrow its speed is reduced by 10 feet until the start of your next turn.

LIGHTNING BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of lightning energy. On a hit, the arrow deals 1d8 lightning damage.

Additionally, when you roll a 20 on an attack roll the target must make a DC 15 Constitution saving throw. On a failure it is stunned until the start of your next turn.

NECROTIC BOW

Longbow, very rare

You gain a +2 bonus to attack and damage rolls made with this weapon.

When you pull back the string of this magic bow you conjure an arrow of necrotic energy. This arrow deals 1d8 necrotic damage.

Additionally, when you roll a 20 on an attack roll the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

SHORTBOWS

HAWKBOW

Shortbow, very rare (requires attunement)

This exquisitely-made bow is fashioned from polished yew. On either side of the grip, the wood has been carved to resemble one half of a raptor's beak.

You gain a +2 bonus to attack and damage rolls made with this weapon.

Additionally, you can speak the weapon's command word and cause it to transform into a kestrel (stat block: **hawk**) and act as your beast companion. The magical bond you form with it, by attuning to this weapon, means that it understands your verbal commands and obeys them as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to, typically hovering 60 feet above you. On your turn, you can verbally command the kestrel where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge or Help action. If you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

If you are incapacitated or absent, the kestrel acts on its own, focusing on protecting you and itself. The beast never requires your command to use its reaction, such as when making an opportunity attack.

If the kestrel is reduced to 0 hit points, it reverts to bow form, after which it cannot transform back into a kestrel until after the following dawn.

ESQUIEL'S NOTES

Several accounts of this weapon can be found across Faerûn's historical tomes, but they don't all accord with one another in regard to the weapon's powers. Several state that the possessor of this item could communicate telepathically with the bird and even see through its eyes and hear what it hears (much like the bond that is said to be shared between a warlock and their familiar). Given the geographical and chronological variance of these references, I surmise that it is likely that more than one copy of this bow exists, which would also explain the reported discrepancies in its magic properties.



ROGUE BOW

Shortbow, legendary (requires attunement by a rogue)

The magic weapon has 5 charges for the following properties. It regains 1d4+1 charges daily at dawn.

Poison Arrow. You speak a command and expend 1 charge to coat an arrow you have nocked with thick black venom. A creature hit by the arrow must make a DC 15 Constitution saving throw. On a failed save, they take an additional 4d4 poison damage and become poisoned for one minute. On a success, they take half as much damage and are not poisoned.

Sleep Arrow. You speak a command and expend 1 charge to place a charm on an arrow you have nocked. Should you hit your target, roll 5d8. If the number is equal or greater than the target's hit points, it falls into a magical slumber. They remain unconscious for one minute, awakening only if they take damage, or another creature spends their action to shake or slap them awake.

Smoke Bomb. You can use an action and expend 1 charge to fire an arcane arrow, which lands at a point within range and starts to emit a cloud of smoke. One round after it lands, the smoke creates a heavily obscured area in a 20-foot-radius. A moderate wind disperses the smoke in 4 rounds; a strong wind disperses it in 1 round.

Flashbang. You can use an action and expend 2 charges to fire an arcane arrow at a point within range. It explodes with a deafening crack and blinding flash of light. Each creature within 20 feet of the impact point must succeed on a DC 15 Intelligence saving throw or be stunned until the start of your next turn.

Grappling Arrow. You may expend 1 charge to transform an ordinary arrow into a slender but durable grappling hook. You may fire the grappling hook at bow range, and a thin gossamer rope will magically uncoil behind it, matching the distance of the arrow flight. If you successfully secure the grappling hook (DM to determine difficulty), the rope is strong enough to support 1000 lbs. of weight. After ten minutes, the grappling hook transforms back into an arrow and the magic rope dissolves into nothingness.

Frag Grenade You can use an action and expend 2 charges to fire an arcane arrow at a point within range. It explodes on impact, spraying the area with razor sharp pieces of rock. Each creature within 20 feet of the impact point must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much on a successful one.

ESQUIEL'S NOTES

Rumour has it that the notorious halfling thief, Remy The Fox, commissioned this bow as a birthday present to himself. He is said to have paid for it with a necklace of diamonds, each the size of an acorn, which he had appropriated from Lady Dordenweir's jewellery box when passing through Baldur's Gate.



CLUBS

CLUBS

DEATH CLUB

Club, legendary

A human skull, wrought from steel, sits atop the perfectly smooth wooden shaft of this fearful weapon.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on your attack roll with this magic weapon, and the target has less than 100 hit points, it must succeed on a DC 14 Constitution saving throw or drop to zero hit points. Undead and constructs are immune to this feature.

*What type of club did you say? Well, I'm not surprised - they should turn the music down in there. **Buckbee.***

ESQUIEL'S NOTES

Cathbert The Curious reports the origins of this foul arm in his tome *Chronicles & Curiosities*. According to him, the mercenary commander Thranax The Tormentor ordered his warlock to forge him a weapon that would enable him to defeat his nemesis, the ranger Farin Fenwalker. The warlock obliged, saying he only needed the skull of Thranax's younger brother to create a weapon that could lay down any foe.

HEADRINGER

Club, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on your attack roll, the target must succeed on a DC 15 Constitution saving throw or be stunned for up to one minute. The creature may repeat the saving throw at the end of their next turn. A creature is immune to this effect if it is immune to bludgeoning damage, doesn't have or need a head, has more than one head, or the DM decides that the creature is too tall to have been struck in the head.

*There once was a barbarian who used this club to knock out a villager she fancied and drag him back to her cave. She was a real headringer for love. **Buckbee.***

GREATCLUBS

EARTHQUAKER

Greatclub, legendary (requires attunement, by someone with at least 15 Strength)

This greatclub appears to be no more than a large and gnarly piece of black and deadened wood, with nothing in the way of adornment, however, it is infused with earth-shattering power.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The weapon magic weapon has 5 charges for the following properties. It regains 1d4+1 charges daily at dawn.

Giant Blow. While holding the weapon, you can use a bonus action and expend 1 charge to temporarily invoke the strength of a stone giant. For the rest of your turn, when you make a melee attack with the weapon, your Strength modifier is +6, and the weapon deals 3d8 bludgeoning damage.

Earthquake. Smashing the ground in front of you with the club, you can use an action and expend 3 charges to create an earthquake. You create a fissure 10 feet wide that extends 2d6 x 10 feet in front of you and is 1d10 x 10 feet deep. A creature standing on a spot where the fissure opens must succeed on a DC 15 Dexterity saving throw or fall in, and take bludgeoning damage from the fall. A creature that successfully saves moves with the fissure's edge as it opens.

As the earth tremors and shakes, the ground within 20 feet of the fissure becomes difficult terrain until the start of your next turn, and any creature standing in this area must succeed on a DC 12 Dexterity saving throw or fall prone. Any spellcaster concentrating in this area must make a DC 10 Constitution saving throw. On a failed save, the caster's concentration is broken.



CROSSBOWS

CROSSBOW BOLTS

BOLT OF ACCURACY

Bolt, uncommon

When you attack with this magic weapon, you have advantage on the attack roll. Once a *bolt of accuracy* has successfully hit a creature, it becomes a non-magical bolt.

HAND CROSSBOWS

ASSASSIN'S BOW

Hand crossbow, rare

When you speak or whisper the weapon's command word, it shrinks to the size of a brooch, and you may pin it onto a cloak or doublet. Speaking the same command word causes it to revert to its usual size. If the weapon was loaded when shrunk, it remains loaded when restored to its normal size.

ESQUIEL'S NOTES

The assassin Nestor boasts in his autobiography (published posthumously) of the time he snuck into Duke Emery's birthday gala, taking advantage of the properties of this magic weapon to get past the nobleman's detailed security by appearing unarmed. The callous killer writes: *Afterwards, it was simply a case of stealthily applying Purple Worm poison and using my one shot wisely.*

HEAVY CROSSBOWS

TROLLSLAYER

Heavy crossbow, rare

Ancient dwarven runes cover the tiller and lathe of this magic weapon. Whenever a bolt is loaded into its flight groove, a glyph infused with acid energy is seared into its tip, which explodes on impact. When you make a successful ranged weapon attack with this weapon, add 1d6 acid damage to the crossbow's normal damage roll.

ESQUIEL'S NOTES

Mentions of these weapons crop up frequently in Torin Amberbeard's *Iron Years: The Early Expansion of Strongholds* as crucial in the defence of fledgling dwarven settlements under The Spine of the World, which were frequently raided by subterranean trolls. I recently received a letter from Samit Amberbeard, distant descendant of Torin, who confirmed that several Trollslayers are kept in the armoury of Mithrall Hall. He surmises that scores more must still be at large in the world, kept or sold by dwarf diaspora or lost in the Underdark.

LIGHT CROSSBOWS

NIGHT SNIPER

Light crossbow, very rare

This sinewy crossbow is made of the twisted bones of an ancient subterranean aberration. It is cold to the touch. While holding the weapon you have darkvision out to a range of 120 feet. Additionally, as a bonus action you can mystically mark one creature within 120 feet as your quarry. Whilst marked in this way, you deal an extra 1d6 damage to the target whenever you hit it with a ranged attack using this weapon. If you use this feature again, you replace any previous mark with the new one.



DAGGERS

DAGGER OF DARKVISION

Dagger, uncommon

Both the blade and undulating hilt of this ancient weapon are fashioned from jet black obsidian stone, such that it reflects not a speck of light. The blade is strengthened and honed, by rituals long forgotten, and never loses its edge.

While holding this dagger you have darkvision out to a range of 60 feet.

ESQUIEL'S NOTES

Scores of these intriguing dirks have been found in various parts of Faerûn, making me believe that they were commonly wrought by a culture long since lost in the sands of time. The monk Lizarin, writing some 500 years ago, wonders if early human tribes made them for fighting threats in the Underdark. A more likely theory, I feel, is that early humans learned how to fashion them to gain an advantage against rival clans by being able to attack them at night.

DAGGER OF DEXTERITY

Dagger, very rare (requires attunement)

This slim and elegant blade resembles a miniature rapier, with its long needle-like apex. It weighs half as much as a normal dagger. Emblazoned in gold on the hilt is the symbol of a kingfisher.

While holding this dagger you fight with magically enhanced swiftness, gaining +2 to your Dexterity score.

ESQUIEL'S NOTES

Seven of these nimble blades were forged, a mere century or so ago, in Neverwinter. The merchant Tagrin Jadecloth commissioned them, one each for his seven daughters so that they might better protect themselves in the event of an emergency. The kingfisher was the adopted symbol of his house, as it was considered a lucky bird by the family. Several of the daggers were sold or lost, but three still remain in the Jadecloth family and, in fact, I was lucky enough to be able to admire the workmanship of one up close, shown to me by Isral Jadecloth, Tagrin's great great grandson.

DAGGER OF DUALITY

Dagger, rare

You can use a bonus action to transform this dagger into any sword type of your choosing, or back again into its true form. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

DAGGERSTORM

Dagger, very rare

You can use an action to throw this dagger up to 60 feet and speak a command word that causes it to stop in mid-air and begin spinning. At this point a cloud of rotating daggers appear beside it, filling a cube 5 feet on each side. A creature takes 4d4 slashing damage when it enters the cloud for the first time on a turn, or starts its turn there. The effect ends when you speak a second command word, or after one minute expires (whichever happens first), at which point the conjured daggers disappear and the magic dagger falls to the ground.

JACKAL KNIVES

Daggers, very rare

Each of the pommels of this set of three long stabbing knives are decorated with an emblem of a snarling jackal.

When you attack a creature with this weapon, an ally carrying one of the other two blades of the set has advantage on their attack rolls against the same creature until the start of your next turn. To gain this benefit both of you must be within 5 feet of the target.

*Not to be confused with jack all knives... which would be pretty useless in a fight. **Buckbee.***

KRAKENTOOTH

Dagger, very rare

This dagger is fashioned from the tooth of a kraken and is steeped in the magic essence of this ancient leviathan.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this dagger you can breathe underwater, and you have advantage on melee attack rolls made with this weapon while underwater.

SCREAM STEALER

Dagger, very rare

The demonic nature of this blade steals your victim's screams as you strike them. When you hit a creature with an attack using this magic weapon, the creature is unable to speak, scream, or vocalise any sound, until the start of your next turn.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.



DARTS

INCENDIARY DART

Dart, rare

As an action, you can throw this magic weapon at a point up to 60 feet away, where it explodes. Each creature within 20 feet must make a DC 15 Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much damage on a successful one. You can use this weapon only once.

*As the legendary bard, William Smith, once sang: "BOOM! Shake, shake, shake the tomb!" **Buckbee.***

PARALYSING DART

Dart, very rare

This weapon has 1d4+1 charges. You may use a bonus action and expend 1 charge to activate the dart's magic property. If you hit a creature with your next ranged weapon attack using this weapon, the target must succeed on a DC 15

Constitution saving throw or be paralysed for one minute.

The target may repeat the saving throw at the end of each of its turns, and any time it takes damage. When the dart has no charges remaining, it loses this property.

SLUMBERDART

Dart, rare

This weapon has 1d4+1 charges. You may use a bonus action and expend 1 charge to activate the dart's magic property. If you hit a creature with your next attack, roll 5d8. If the number is equal or greater than the target's hit points, it falls into a magical slumber. They remain unconscious for one minute, awakening only if they take damage, or another creature spends their action to shake or slap them awake.



HAMMERS

LIGHT HAMMERS

SIR STUN-A-LOT

Light hammer, legendary (requires attunement)

This gleaming hammer is fashioned from polished brass, decorated with copper leaf, and bears the symbol of a billy goat at the top of its shaft. It feels light in the hand, and makes a loud ringing sound on impact.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. The first time you successfully land a blow in a round, the hammer releases a powerful blast of arcane energy. If the target of the attack is a Large-sized creature or smaller, it must succeed on a DC 12 Constitution saving throw or be stunned until the start of your next turn.

Sentience. Sir Stun-a-lot is a sentient chaotic good weapon with an Intelligence of 8, a Wisdom of 8 and a Charisma of 16. It has hearing and normal vision out to a range of 60 feet.

The weapon communicates in Common with its wielder.

Personality. Sir Stun-a-lot has a garrulous, combative and boastful personality. It loves a good scrap, and enjoys nothing more than recalling the many enemies it has laid low since being forged. It has a fond nostalgia for its previous owners, and often compares its current owner unfavourably to them - especially if its current owner holds back from fighting.

ESQUIEL'S NOTES

Originally forged as The Hammer of Hubris by Pax Rutha, a high priest of Tyr, Rutha wished to imbue the weapon with a powerful and noble personality to help its bearer defeat the proud and corrupt of Waterdeep. However, the resulting armature was not quite the creation its forger envisioned. The weapon developed its own rather vain character, even renaming itself with the vulgar 'aristocratic' cognomen it is best known as today. Nonetheless the hammer proved a mighty tool in the hands of the paladin Donager Strongarm, who defeated several champions of evil as he led a militant cleansing of the City of Waterdeep in the early 1100s, virtually destroying Zhentarium presence in the capital at the time. Donager allegedly could not stand the hammer and, once he felt that his work was done, he got rid of it at the first opportunity.

WARHAMMERS

COMMANDER'S HAMMER

Warhammer, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The hammer has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

Commander's Strike. You may use a bonus action and expend 1 charge to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack.

Compelled Duel. You may use a bonus action and expend 1 charge to compel an opponent into facing you in battle. Use the rules that govern the spell *compelled duel* but, whenever a Wisdom saving throw is called for, replace it with a Charisma contest.

Manoeuvring Attack. When you hit a creature with this magic weapon, you can expend 1 charge to manoeuvre one of your comrades into a more advantageous position. You choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Rallying Cry. You may use an action and expend 1 charge to bolster the resolve of your companions. When you do so, all friendly creatures within 30 feet of you, who can see or hear you, gain temporary hit points equal to 1d8 plus your Charisma modifier. Once a creature has benefitted from this effect, it must finish a short or long rest before being able to benefit from it again.

HAMMER OF CONFUSION

Warhammer, very rare

You can use a bonus action to activate this weapon's magical property, which lasts for one minute. While activated, the first time in a round you hit a creature with a melee attack, it must succeed on a DC 14 Wisdom saving throw or suffer the effects of the *confusion* spell. At the end of each of its turns it may repeat the saving throw, ending the effect on a success. Once used, this property of the hammer can't be used again until the next dawn.

Curse. Whenever you roll a 1 on a melee attack, whilst the weapon's property is activated, you yourself must succeed on a DC 14 Wisdom saving throw or suffer the effects of the *confusion* spell.

STONE HAMMER

Warhammer, rare (requires attunement)

Both the head and handle of this primitive-looking weapon are fashioned from rough-hewn stone. While holding this weapon, you may use an action to speak a command word and trigger its magic property. Starting with your weapon hand, your skin begins to petrify, becoming hardened and pebbled. The stoneskin spreads to your torso and face, until your whole body is rocky and calloused. Provided you continue to hold the weapon, this effect lasts for one hour, or until you choose to dispel it. While your flesh is hardened, you have resistance to nonmagical bludgeoning, piercing and slashing damage. Once used, this property of the hammer can't be used again until the next dawn.

*You could say this weapon makes you boulder. **Buckbee.***

FLAILS

CHOKER

Flail and mask, rare

This flail consists of a perforated spiked ball on a chain, and an accompanying mask that fits over the wielder's nose and mouth. It has 5 charges, and it regains 1d4+1 expended charges daily at dawn. You may use your action and expend one charge to swing the ball above your head and cause the ball to release a noxious cloud of gas in a 15-foot radius of your current position. The gas spreads around corners and remains for one minute or until a strong wind disperses it. When a creature enters the cloud of gas for the first time on a turn, or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 1d12 poison damage on a failed save and is poisoned for one minute. On a successful save, the creature takes half damage and isn't poisoned.

Provided that the wielder of this magic weapon is wearing the accompanying mask, it is immune to the effects of the poisonous gas.

*Esquiel can do this without any magic weapon, especially when he's been eating bean and lentil stew. **Buckbee.***

FLAIL OF PESTILENCE

Flail, very rare (requires attunement)

This weapon has a long shaft decorated with grotesque reliefs of emaciated faces, scuttling cockroaches, and crop-eating locusts. At the top of the shaft are three spiked knobs attached via chains. It gives off a foul stench of decay and is permanently surrounded by flies, beetles, and disease-carrying insects.

When you hit a creature with this magic weapon it must make a DC 12 Constitution saving throw, contracting sewer plague (p.257, DMG) on a failure. On a success, the creature is not infected and is now immune to the effects of this property.

Additionally, while you are holding the weapon, you may use an action to summon an *insect plague*, as per the spell. Once used, this property of the flail can't be used again until the next dawn.

While attuned to this weapon, your Charisma score decreases by 1d4 and you are immune to disease. If you unattune to the weapon, you regain 1 point of Charisma every 7 days you do not touch the weapon.

FLAIL OF THORNS

Flail, very rare (requires attunement)

This weapon is made out of entirely organic material, from the pliant branch handle, to its seven vine-like tendrils which each end in a tough, spiked husk. To attune to this weapon, you must succeed on a DC 20 Intelligence (Nature) check. If you fail on three separate attempts, you may never attune to this weapon.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The flail has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

When you hit a creature with this weapon, you may choose to expend 1 charge and cause the flail's tendrils to grow spiked thorns, which pierce the target's skin and inject it with poisonous sap.

The target takes an extra 1d4 piercing damage, plus an extra 1d4 poison damage. Additionally, as a bonus action, you may attempt to drag the entangled target to the ground. To do so, contest a Strength (Athletics) check with the target. On a success, you drag the creature into a prone position. After the attack, the thorns retract into the vines, freeing the weapon from the target, and vice versa.

MEDUSA FLAIL

Flail, legendary (requires attunement by a creature of evil alignment)

At the top of the long stone shaft of this weapon is carved the twisted demonic face of a medusa with its eyes closed, around which seven 4-foot-long snakes constantly writhe, hiss and spit. The flail is wielded like a mace, with the wielder attempting to club their opponent with the weapon's head, while the snakes simultaneously attempt to bite the target, causing additional damage on a hit.

When a creature of good or neutral alignment attempts to hold this weapon, the medusa's eyes open and stare with pure hate at the foolhardy adventurer. They must make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success.

A creature hit by the *medusa flail* takes 1d8 bludgeoning damage from the weapon's head, plus 1d4+2 piercing damage and 4d6 poison damage from the snake hair.

The magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to cause the medusa's eyes to open. Any creature within a 30-foot cone that is facing the weapon, must make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure, or ending the effect on a success. The flail regains 1d3 expended charges daily at dawn.

Petrified creatures can be freed by the *greater restoration* spell, or other powerful magic.

ESQUIEL'S NOTES

Of all the weapons I have come across during my studies, The Medusa Flail is the most terrifying. It is a weapon of ancient demonic power that I have first seen recorded as being wielded by the Death Knight, Lord Kax'roth in an attack on Shadowdale, many centuries past. Legend has it that the Death Knight imprisoned the mage Argwen and forced him to forge the flail against his will. Lord Kax'roth is thought to have favoured petrifying his enemies so that he could keep them as trophies, souvenirs of his conquests. Worryingly, there was evidence of the weapon being used as few as 50 years ago, when a group of adventurers were found cast in stone around the ruins of Zhentil Keep.

JAVELINS

DRAGON DART

Javelin, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 piercing damage. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

ESQUIEL'S NOTES

Ravaged by a young brood of rapacious black dragons, the town of Dagger Falls collected every gold, silver and copper piece they had and begged the mage Rosheen to help them. Working in tandem with the settlement's Guild of Smiths, he forged no less than 50 of these dragon-slaying javelins, a feat that turned the tide of battle in the townfolk's favour. Indeed, they built a statue to the mage on their market square. Many of these weapons are still held by local families, both high and low, of Dagger Falls, as trophies of their heroic deeds, passed down as heirlooms through the generations. But a good deal were lost in battle, whilst others have been traded and exhibited around the land. Three, in fact, have been collected by the Lords of Waterdeep, and are kept - under lock and key - in the city's armoury in case of emergency. I was privileged enough to be able to see and handle them. They are ordinary enough to look upon, with cold black metallic shafts and steel-barbed heads, but when held in the hand they thrum with mystical energy and fill the arm with vigour, betraying their true essence.

JAVELIN OF BANISHMENT

Javelin, very rare (requires attunement)

This magic weapon is fashioned from supernaturally tough ice-white crystal, and adorned with reliefs of gold dragons, blazing suns and angels in flight. It is half the weight of a usual javelin.

When you make a ranged attack with this weapon, you can speak a command word to activate its magical property. If the attack hits, the target must succeed on a DC 15 Charisma saving throw or be banished, as per the spell *banishment*. Once used, this property can't be used again until the following dawn.

Does it work on parents-in-law? Buckbee.

JAVELIN OF VENGEANCE

Javelin, very rare

Made from pitch black adamantine metal, this weapon is decorated with a carvings of religious rituals and sacrifices to Hoar, God of Vengeance. Written in an ancient form of common, on one side of the shaft, are the words: *Behold your enemy and cry 'the debt is paid', to punish those by whom you were betrayed*

After you speak the command words, your next attack made with this weapon has three times the usual range, and you suffer no disadvantage to your attack roll due to long range. If you hit, treat it as a critical hit. Additionally, the target must succeed on a DC 18 Constitution saving throw or take an extra 3d6 poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3d6 poisoned damage on a failed save. Until this poison ends, the damage the poison deals cannot be healed by any means. After three successful saving throws, the effect ends and the creature can heal normally.

Once this property has been used, the weapon becomes a non-magical javelin.

ESQUIEL'S NOTES

Some say that a warlock named Kraven mastered the ritual to forge these malicious weapons, at the behest of a wronged soldier who wished to take revenge on an enemy he couldn't defeat in hand to hand combat. Others say that high priests of Hoar still fashion them today, if you make a large enough offering at one of their hidden temples.



LANCES

HOLY LANCE

Lance, legendary (requires attunement by a lawful good creature)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Guardian against Evil. The lance glows faintly when it is within 120 feet of any fiend or undead.

Protection from Evil. While you are holding the lance, you gain *protection from evil* against both fiends and undead, meaning these creatures have disadvantage on attack rolls against you. Additionally, you cannot be charmed, frightened or possessed by them.

Superior Smite. When you attack with this magic weapon and use the Divine Smite feature, any time you roll a 1 or 2 on the Divine Smite damage dice, you may reroll that die. You must use the new roll.

If this lance is ever used to kill a good-aligned creature, it immediately shatters, and a wave of destructive energy runs up the weapon's pole and into the arm and torso of the wielder dealing 12d8 radiant damage and inflicting two levels of exhaustion.

FLAMING LANCE

Lance, very rare (requires attunement)

You can use a bonus action to speak this magic lance's command word, causing it to erupt in flames. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the lance is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop the weapon.

ESQUIEL'S NOTES

Witnessing the defense of Candlekeep, Solonicus describes the terrifying moment that Tarikkoen, Paladin of Bane, descended from the clouds astride his nightmare mount: *He fell upon us in a wave of fire and fury, his hellish steed wreathed in demonic flame, his searing hot lance piercing thick platemail as if it were no more than a sheet of papyrus. He sent our finest men toppling from the battlements in screams of burning anguish, and the bravest soldier recoiled in fear at his charge.*

LANCE OF SLAYING

Lance, very rare

A *lance of slaying* is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *lances of giant slaying* and *lances of stone giant slaying*. When you move at least 30 feet in a straight line, while mounted, and hit a creature belonging to the type, race, or group associated with a *lance of slaying* with your first attack of the round, then that creature must make a DC 17 Constitution saving throw. The creature takes an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.



MACES

ANGELMACE

Mace, legendary (requires attunement by a lawful good creature)

The weapon of a slain deva, this gleaming golden mace is steeped in celestial power that can overwhelm its enemies and its wielder alike. When you hit a creature with this magic weapon, you deal an extra 4d8 radiant damage. At the end of each turn that you wield this mace, you must succeed on a DC 12 Charisma saving throw or gain 1 level of exhaustion.

DRAGONMACE

Mace, very rare (requires attunement)

The hard iron knob on top of this large and heavy mace is forged in the shape of a dragon's head, with its jaws agape.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding it, you can use an action and expend 1 charge to exhale dragon's breath from the iron head. When you do so, each creature in the area of the exhalation must make a DC 14 saving throw. A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The mace's draconic nature determines the area of effect, type of saving throw and damage type.

Draconic Nature Damage Type Breath Weapon

Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Additionally, while holding this weapon, you have resistance to the damage type associated with the mace's draconic nature. You also gain advantage on Wisdom (Animal Handling) checks when using a dragon as a mount.

ESQUIEL'S NOTES

Ten of these mighty arms were forged for the ten Dragon Riders of Cormyr, an elite troop of aerial cavalry who evoked wonder and pride from the local townsfolk, with their resplendent purple cloaks fluttering in the wind from atop their majestic mounts. However, the corps proved impossible to maintain, and the unit was disbanded after less than a year. The ill-fated heroes did at least lend their livery and part of their name to the famous Purple Dragon Army that still protects the Dalelands to this day.

MACE OF SWIFTNESS

Mace, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you gain advantage on initiative rolls.

This magic weapon has 5 charges and regains 1d4+1 expended charges daily at dawn. When you select the Attack action you may expend 1 charge and make one additional attack with this weapon as a bonus action.

MACE OF WARDING

Mace, rare (requires attunement)

The head of this stout iron weapon is covered with several arcane sigils that protect the bearer from harm. The first time in a round you are hit by an attack that deals bludgeoning, piercing or slashing damage, you only take half damage for that attack. You must be holding the weapon for this property to work.



MAULS

DEMON SLAYER

Maul, very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon, as well as a +2 bonus to saving throws against the effects of spells and abilities used by fiends.

When you hit a fiend with the maul, it takes an extra 2d6 radiant damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

DESERT MAUL

Maul, very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Desert Camouflage. While holding this weapon, you have advantage on Dexterity (Stealth) checks made to hide in desert terrain.

Desert Knowledge. While holding this weapon, you have advantage on Wisdom (Survival) checks made in desert terrain.

Dust Devil. While holding this weapon, you can use an action and expend 1 charge to summon a *dust devil*, as per the spell. The DC of the Strength saving throw is 15. You must maintain concentration or the *dust devil* disappears.

You may choose to expend additional charges when summoning a *dust devil*, increasing the damage it deals by 1d8 per additional charge you expend.

The weapon has 3 charges for the above property, and it regains 1d3 expended charges daily at dawn.

FROST HAMMER

Maul, very rare (requires attunement)

This vast hammer has a heavy white stone head carved in the likeness of a winter wolf. It weighs 10 lbs. and functions as a maul.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, while holding this weapon, you have resistance to cold damage.

The weapon has 5 charges for the following magic properties, and regains 1d4+1 expended charges daily at dawn.

Cold Breath. You may use an action and expend 1 charge to cause the weapon's head to exhale a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 4d8 cold damage on a failed save, or half as much damage on a successful one. If this attack reduces a creature to 0 hit points, it is frozen for one hour, or until it is cured by magic such as the *lesser restoration* spell. While frozen, a creature is stable and does not have to make death saving throws. However, if it takes any bludgeoning, force, piercing or slashing damage its body shatters like glass and the creature can only be restored to life by a *true resurrection* or *wish* spell.

Icy Terrain. You may use an action and expend 1 charge to slam the foot of the weapon into the ground. When you do so a wave of cold energy spreads in a 15-foot cube in front of you, covering the ground with slick ice, and making it difficult terrain. When a creature enters the area of effect for the first time on a turn, or starts its turn there, it must make a DC 12 Dexterity saving throw. On a failed save, it falls prone. The ice remains for one minute.

ESQUIEL'S NOTES

The Wandering Priest, Arnoldas, reports in his *Fantastic Histories* that this enormous hammer once belonged to the barbarian warchief, Bagnarok, who - even with his prodigious strength - required two hands to wield it effectively. Arnoldas writes that the weapon was fashioned for a frost giant king by a powerful necromancer who trapped the eternal soul of a winter wolf within the weapon (note that Arnoldas is a less than reliable source, often inventing details where his research falls short). What is certain is that Bagnarok was able to bring many of the tribes of the Icewind Dale to heel, thanks to this legendary hammer.

MAUL OF PLANE-HOPPING

Maul, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Curse. This maul is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the maul, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one.

Whenever you hit a creature with this weapon, the creature flickers out of existence, hopping briefly onto a parallel plane before reappearing in a space nearby. The target of your attack must make a DC 15 Intelligence saving throw. On a failure, it reappears in a random direction (roll a 1d8 and use an 8-point compass rose, where 1 is north, 2 is northeast etc.) at a distance of 1d6 x 5 feet, or the nearest unoccupied space to this point. On a success, the target can choose to reappear in any unoccupied space within 30 feet.

WAILING MAUL

Maul, very rare

The handle of this blue-white weapon resembles the folds of a woman's robes, whilst the top part resembles the torso of a screaming banshee.

The maul has 1d6+1 charges. While holding it, you may use an action and expend one charge to release a mournful wail, provided that you are not in sunlight. The wail has no effect on constructs, undead, or deaf creatures. All other creatures within 30 feet of the weapon, including the wielder, must make a DC 13 Constitution saving throw. On a failure, they drop to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage. Anyone plugging their ears with wax gains advantage on their saving throw. When the maul has no charges remaining, it loses this property.

*Not to be confused with The Whaling Maul... also known as the Wand of Orcas. **Buckbee.***

MORNINGSTARS

BLACKSTAR

Morningstar, legendary (requires attunement)

Wrought from jet black adamantine, tendrils of black smoke surround the weapon's vicious spiked head, which exudes a palpable sense of evil. When a creature of non-evil alignment holds *blackstar* they must make a DC 16 Wisdom saving throw. On a failure, they take 2d4 psychic damage, plus an additional 1d4 psychic damage at the start of each of their turns until they drop the weapon. On a success, they may hold and attune to the weapon, however the corrupting influence of *Blackstar* may eventually cause them to turn evil.

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges for the following properties, and it regains 1d4+1 expended charges daily at dawn.

Darkness. While holding this magic weapon, you can use a bonus action and expend 1 charge to cast the spell *darkness* centred on the weapon's head. The effect remains as long as are you remain in contact with the weapon and are able to concentrate on the spell, up to a duration of 10 minutes. Provided that you are holding the weapon, you yourself are able to see normally in the area of magical darkness. You can end the effect at will.

Wave of Despair. While holding this magic weapon, you can use an action and expend 1 charge to release a wave of despair. Each creature of good or neutral alignment in a 30-foot radius extending from you must succeed on a DC 16 Wisdom saving throw or gain one level of exhaustion. In addition, on a failed save, the creature becomes frightened of you for 1 minute. While it is frightened of you, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can only use the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect of being frightened on a success.

BRIGHTSTAR

Morningstar, legendary (requires attunement by a good-aligned creature)

Fashioned from adamantine, and silvery white in colour, this weapon emits an aura of celestial goodness, glowing faintly even when no light is present. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Aura of Hope. While holding this weapon you can inspire your allies. If a creature within 30 feet of you is forced to make a saving throw against despair or being frightened, you can choose to give them advantage on that roll.

Daylight. While holding this magic weapon, you can use a bonus action and expend 1 charge to create a 60-foot-radius sphere of light as per the spell *daylight*. The light remains as long as you are in contact with the weapon and are able to concentrate on the effect, up to a duration of 10 minutes. The light dispels any areas of magical *darkness* it overlaps with. You can end the effect at will. You may use this magic property three times a day.

ESQUIEL'S NOTES

Few in Chessenta are ignorant of the depravities that the tiefling cleric Jezbrier inflicted upon their lands some 900 years ago. Armed with *Blackstar*, and capable of summoning demons to her aid, she subjected cities, towns and villages alike to unspeakable cruelties. Priests of Torm, Tyr, Helm and Lathander gathered to channel the powers of their gods into a weapon that became known as *Brightstar*. By then most of Chessenta's heroes had already fallen, so they chose to give *Brightstar* to Arianne of Akanamere (she was named after the lake where she grew up). Barely in her eighteenth year, Arianne's courage helped drive Jezbrier and her forces into hiding, never to return.

THUNDERSTAR

Morningstar, very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges and regains 1d4+1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the weapon explodes with a mighty crack of thunder and any creature within 30 feet must make a DC 15 Constitution saving throw. On a failed save, the creature takes 3d6 thunder damage and is deafened for the next 10 minutes. On a successful save, the creature takes half as much damage and isn't deafened.

While holding the morningstar, you can use a bonus action and expend 1 charge to call forth its thunderous energy. The next time you hit with a melee attack using this weapon it unleashes a thundercrack that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a Large-sized creature or smaller, it must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from you and knocked prone.



NETS

NECROTIC NET

Net, very rare

This malevolent weapon sucks the life force from its victims, just as it entangles them. A creature restrained by this net at the end of its turn takes 2d6 necrotic damage and its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

A creature requires a DC 13 Strength (Athletics) check to free itself from this magic net. The net has AC 12 and requires 15 slashing damage to destroy.

NET OF ENTANGLEMENT

Net, very rare

This magic weapon is made from fine-meshed mithril metal and wraps around its victims on contact, entangling their limbs with an almost sentient cunning. You gain a +3 bonus to attack rolls made with this magic weapon, whilst a creature requires a DC 18 Strength (Athletics) check to free itself. The net has AC 16 and requires 30 slashing damage to destroy.

Once you've caught your prey by throwing this weapon, you can basically sit down and relax. Talk about net flicks and chill. Buckbee.



POLEARMS

GLAIVES

DISPLACER GLAIVE

Glaive, rare

While holding this weapon, you can use a bonus action to activate its magical property. When you do so, the weapon is surrounded by three illusory versions of itself, confounding your enemies and making it easier to hit them. Whilst the illusion is active, you have advantage on all melee attacks you make with this weapon. You must use concentration to maintain the illusion, which lasts one minute, until you dismiss it, or until you lose concentration. Creatures with true sight are immune to this effect. This property can't be used again until the following dawn.

Dis place, dat place... I can never find this bloody polearm! Buckbee.

GLAIVE OF VENGEANCE

Glaive, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The glaive has 5 charges for the following magical properties and regains 1d4+1 expended charges daily at dawn.

Chosen Enemy. You may use a bonus action and expend 1 charge to choose an enemy. Whenever that enemy hits you with a melee attack, you may use your reaction to make an opportunity attack against them. You may only have one chosen enemy at a time, and marking a second target ends the effect on any previous target.

Vengeful Blow. When you hit with a melee attack using the blade of this glaive, you can expend 1 charge to deal an extra 2d6 slashing damage to the target.

Vengeful Death. When you hit with a melee attack using the blade of this glaive, if the weapon has 5 charges you may expend them all at once to deal an extra 10d6 slashing damage to the target. If you choose to do so roll a d20. On a 1, the weapon has fulfilled its destiny and crumbles to dust.

HALBERDS

HALBERD OF HEROISM

Halberd, very rare (requires attunement)

While holding this halberd, you are immune to being frightened, and allies within 30 feet of you have advantage on saving throws against being frightened.

This magic weapon has 3 charges. While holding it, you can use a bonus action and expend 1 charge to channel the halberd's magical property. When you do so, you gain 10 temporary hit points that last for 1 hour. For the same duration you are under the effect of the *bless* spell (no concentration required).

The halberd regains 1d3 expended charges daily at dawn.

ESQUIEL'S NOTES

This is the very weapon that the half-orc captain Graunder used to defend Athkatla from the Dracolich Byzantor and his undead army, rallying his unit of halberdiers to drive the foe back from the city gates. He later died of his injuries, and the weapon is displayed under the careful custody of the priests at the High Hall of the Radiant Heart.

PIKES

SENTINEL PIKE

Pike, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The pike has 1d6+1 charges. While holding it, you can use your action and expend 1 charge to speak the following command: *Vengeful ancestors of eternal unrest, I call you forth and bind your arms to my cause.* Once spoken, four spectral pike-wielding warriors appear in a square formation around you, each 5 feet away. Starting on your next turn, you can command them to use their action to attack any creature within their reach.

They attack with a +4 to hit, reach 10 ft. and deal 1d10 piercing damage plus 2d6 necrotic damage on a hit. They remain 5 feet away from you at all times. Otherwise they have the statistics and abilities of a **specter**. Each sentinel will fight until reduced to 0 hit points, at which point it vanishes. If an hour elapses without combat, the sentinels vanish.

When the pike has no charges remaining, it loses this property.

ESQUIEL'S NOTES

During the brutal Red Winter Siege of Baldur's Gate, the City Watch was depleted to the point of not being able to defend its towers. The high priest, Zanyre The Pious, prayed to Tempus for guidance, and was told by the god to bring the bodies of the dead to his altar, along with what weapons he could muster. Tempus bound the spirits of these fallen warriors to their weapons, and ordered them to defend the city once more.

QUARTERSTAFFS

ACROBAT'S STAFF

Quarterstaff, very rare

The wood of this staff is exceptionally strong and flexible. You gain a +2 bonus to attack and damage rolls made with this weapon.

Improved Balance. Whilst holding this staff in two hands, you have advantage on Dexterity (Acrobatics) checks to keep your balance.

Pocket Size. You may use a bonus action to reduce this 6-foot staff to just 6 inches long, or transform it back again.

Polevault. When you move at least 20 feet in a straight line, you may use the staff to polevault twice your normal jump distance or height. To do so you must succeed on a DC 10 Dexterity (Acrobatics) check, falling prone on a failure at the point of take off. To jump three or four times your normal jump distance, raise the DC of the check to 15 and 20 respectively. When you polevault, the distance travelled counts towards your movement as if you had only moved your normal jumping distance.

STAFF OF DAZZLING DEFENCE

Quarterstaff, very rare (requires attunement by an arcane spellcaster)

You gain a +2 bonus to attack and damage rolls made with this weapon, as well as a +2 bonus to your AC.

When you are holding the staff and take damage, you may use your reaction to trigger a dazzling burst of lights that blinds anyone within 30 feet of you for 1 turn, unless they succeed on a DC 16 Intelligence saving throw. At the same instant, you may teleport up to 60 feet to an unoccupied space that you can see. Once used, this property can't be used again until the following dawn.

STAFF OF MEDITATION

Quarterstaff, very rare (requires attunement by a monk)

You gain a +2 bonus to attack and damage rolls made with this weapon, as well as a +2 modifier to your ki save DC.

When you meditate holding this staff, you gain a level of tranquility, control and insight beyond your normal abilities. You gain additional ki points, depending on your monk level. At levels 1-5, you gain an additional 1 ki point, at levels 6-10, an additional 2 ki points, at levels 11-15 an additional 3 ki points, at levels 16-20 an additional 4 ki points.

*How did the monk pass through the locked door? Easy, he used his ki! **Buckbee.***

STAFF OF PROTECTION

Quarterstaff, rare (+1), very rare (+2) or legendary (+3) (requires attunement by an arcane spellcaster)

You have a bonus to attack and damage rolls made with this weapon, as well as to your armour class. The bonus is determined by the weapon's rarity.

ESQUIEL'S NOTES

A mage's best friend, the ritual that is woven into these protective staffs was created by the powerful Gossamer Robed Order of Mages in [the Gleaming Cloud Citadel](#).



SICKLES

DRUID'S SICKLE

Sickle, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, as well as a +1 bonus to initiative rolls.

The sickle has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can use an action and expend one charge to cast the spell *locate animals or plants*. Describing or naming a specific kind of beast or plant, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

*Druid's sickle? You're telling me! One minute it's camomile tea, the next dandelion soup... then they end up asking for a mistletoe sandwich. Make your bloody mind up you sickle druids. Oh wait... **Buckbee.***

SELÛNE'S SILVER SICKLE

Sickle, legendary (requires attunement by a druid, ranger or a cleric of nature domain)

The long, crescent-moon-shaped blade of this magic weapon is made from mithril silver, and decorated with druidic symbols. The handle is made from ancient yew. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, you can make one attack with it as a bonus action on each of your turns.

When you hit an aberration or undead creature with this weapon, the target takes an extra 2d8 radiant damage.

When you attack a lycanthrope with this weapon and roll a 20 on the attack roll, you cut off the creature's head. The creature dies if it can't survive without the lost head.

ESQUIEL'S NOTES

There are several accounts of this holy sickle made by Faerûn's historians, most notably in Rosbyn Orkley's *Tales of Troubles*, when he records the archdruid Gluinrag's purge of werewolves and werebears in the The King's Forest. Gluinrag beheaded their ferocious pack leader, Blacktooth, with the weapon.



SLINGS

BULLETS

FIRESHOT

Sling bullet, very rare

This magic ammunition explodes on impact. When you hit a creature with this bullet, it takes an extra 8d6 fire damage. Additionally, any creature within 10 feet of the impact must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. If you miss your intended target, the DM determines the likely point of impact and any creature within 10 feet must make the same save as above. The fire from this ammunition ignites flammable objects in the area that aren't being worn or carried. This weapon can only be used once.

POWERSHOT

Sling bullet, uncommon

When you hit a creature with this magic ammunition, it deals an additional 2d6 force damage. Once a *powershot* has successfully hit a creature, it becomes a non-magical sling bullet.

STONE OF STUNNING

Sling bullet, rare

When you hit a creature with this magic ammunition, it must succeed on a DC 14 Constitution saving throw or be stunned until the start of your next turn. Once a *stone of stunning* has successfully hit a creature, it becomes a non-magical sling bullet.

SLINGS

ARCANE SLING

Sling, very rare (requires attunement)

This magic weapon requires no ammunition. Simply by swinging it full circle in the air, you conjure a bullet.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, you can make one attack with it as a bonus action on each of your turns.



SPEARS

ANCESTRAL SPEAR

Spear, very rare (requires attunement)

The shaft and head of this spear are decorated with primitive tribal markings and the bones of long-dead warriors, whose spirits have been bound to this weapon.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

Spirit Strike. While holding this weapon you may use a bonus action and expend 1 charge to channel the life force of the dead into a powerful strike. The next time you succeed with a melee attack using this weapon, the target takes an additional 2d6 radiant damage.

Ancestral Guardians. While holding this weapon you may use a bonus action and expend 2 charges to summon warrior spirits to your side, who harass and harry your opponents. For one minute any hostile creature within 5 feet makes melee attacks rolls against you with disadvantage.

BOAR SPEAR

Spear, rare

When you move at least 20 feet straight toward a target and then hit with a melee attack using this magic weapon you deal an extra 1d6 piercing damage. Large-sized creatures or smaller must succeed on a DC 11 Strength saving throw or be knocked prone.

ESQUIEL'S NOTES

These spears are mentioned in fragments of an early work, the author of which is unknown to us. According to this nameless historian, there was a bloodthirsty barbarian tribe that roamed The High Forest during the dawn of men, and this tribe worshipped the wild boar. For centuries the shamans of this community crafted an enchanted spear for every boy and girl who reached a fighting age. This explains why you can still find examples of these weapons extant today.

FEY SPEAR

Spear, very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon, as well as to initiative rolls.

While holding this spear you have advantage on saving throws against being charmed, and magic can't put you to sleep. You gain darkvision to a range of 60 feet.

*Carrying this spear should be good for your 'elf. **Buckbee.***

FROG SPEAR

Spear, rare

While holding this magic weapon, your jump distance is tripled. Additionally, you can breathe both air and water, and you gain a swimming speed of 20 feet.

*What do you call an expert with a Frog Spear? A tad-polearm master. **Buckbee.***

HUNTER'S SPEAR

Spear, rare (requires attunement)

You have advantage on ranged attack rolls made with this weapon.



SWORDS

GREATSWORDS

DESTROYER

Greatsword, very rare

This huge weapon is well over 5 feet long and requires a minimum of 15 Strength to wield. Its blade is made out of adamantite, honed on both sides to a fine edge.

When you attack using this weapon you score a critical hit on a roll of a 19 or 20.

Additionally, when you hit a Large-sized creature or larger, the target takes an extra 1d6 slashing damage.

MOONSONG

Greatsword, legendary (requires attunement by a lawful good creature)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This holy blade is able to detect evil. Whenever it is within 60 feet of an aberration, fiend or undead, it emits a low humming sound, and glows with a dim blueish-white light in a 15-foot radius.

When a paladin of devotion uses their *Sacred Weapon* Channel Divinity ability on *Moonson*, it blazes with bright moonlight in a 30-foot radius, shedding dim light 30 feet beyond that, and sings with celestial fervour. For the duration of your *Sacred Weapon* ability, any aberration, fiend or undead within 30 feet of you has disadvantage on attack rolls. During this time, you cannot be charmed, frightened or possessed by them.

My brother used to sing loudly whenever there was a full moon. Luckily it was just a phase. Buckbee.

ESQUIEL'S NOTES

The sight of this blade, radiating holy light on the battlefield, was the sight of Hope itself to a man who had given into Despair. As I lay on a stinking pile of bodies, some of which were my comrades, others the twitching and rotten corpses of zombies and skeletons, my leg hacked off at the knee, I had given up on seeing the morrow. But as the voice of angels rang in my ears, and I caught a glimpse of Estelle, tearing through the ranks of the undead in a tornado of steel and moonlight, I stole myself against the pain of my wound... and I determined to cling on to dear life.

SCREAMHOARDER

Greatsword, legendary (requires attunement)

The hilt of this merciless blade is decorated with ghostly visages screaming in pain. The weapon stores the dying screams of those it strikes down, releasing their agony on its next victims.

When you hit a living creature with this weapon it must succeed on a DC 15 Wisdom saving throw or take an extra 5 hit points of psychic damage, as the death cries of the blade's previous foes reverberate through the target's very being.

For every creature with an Intelligence of 4 or above that you kill with this blade, add an additional 1 hit point to the psychic damage inflicted on a failed save.

When you roll a 20 on an attack roll made with this weapon, the trapped screams fly from the blade to assail the psyche of the target with their full force. The target has no saving throw against the extra psychic damage, and must make a DC 17 Wisdom saving throw or suffer from short-term madness (p.259, DMG). When this happens, the sword's additional psychic damage is reset to 5 hit points, as just the residual echoes of its victims' death screams remain.

Curse. The imprisoned screams of the dead also threaten the sanity of anyone wielding the blade, wearing down their psyche over time. Whenever you score a critical hit with this weapon, you must succeed on a DC 15 Wisdom saving throw or roll on the indefinite madness table (p.260, DMG). You may suffer from multiple effects from this table. While sane you may choose to unattune to this weapon at any time. While suffering the effects of madness, all the usual rules of unattuning to a cursed weapon apply.

ESQUIEL'S NOTES

According to Sartorius, a heroic young knight named Gadri, having defeated the previous owner in battle, craved the deadly power of *Screamhoarder* for himself. Instead of destroying it, as he had first intended, he tried to bend the weapon to his will. Sadly, the wails of the departed were too much for his young mind, and he was driven to utter lunacy by the voices of the dead.



LONGSWORDS

FLAMEBLADE

Longsword, very rare (requires attunement)

This magic weapon has a dull and blackened blade and constantly emits wisps of dark, curling smoke. It is hot to the touch. The weapon has 10 charges and regains 1d6+4 expended charges daily at dawn.

Flamestrike. When you hit with a melee attack using this sword, you can expend 1 charge to deal an additional 2d6 fire damage to the target.

Flamethrower. While holding this weapon, you may use an action and expend 3 charges to send a searing bolt of flames from the tip of the blade in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites flammable objects in the area that aren't being worn or carried.

HUNTER'S BLADE

Longsword, legendary (requires attunement by a ranger)

This magic weapon was forged from mithral by elvish hands and blessed by archdruids, who imbued the blade with the primeval power of Silvanus. You feel a heightened sense of awareness when you wield this sword.

You gain a +1 bonus to attack and damage rolls made with this weapon, as well as +1 bonus to initiative. The sword has the light quality.

Superior Alertness. You can't be surprised when you are holding this weapon, and you get a +2 bonus to Dexterity saving throws.

Superior Hunter. Rangers who follow the Hunter archetype may choose two Hunter's Prey features at 3rd level, instead of one. Beast Masters may choose one, instead of none.

Superior Defense. Rangers who follow the Hunter archetype may choose two Defensive Tactics at 7th level, instead of one. Beast Masters may choose one, instead of none.

ESQUIEL'S NOTES

When the Four Wardens of the Dales were named, in the Year of the Hoar Frost, they were each armed with one of these blades and charged with driving back the forces of chaos and destruction from the region. For nearly a century the blades were passed down from one protector to another, until the King of Cormyr refused to supply the Wardens with men, declaring them as outlaws. He succeeded in confiscating one of the blades, which I understand hangs in Castle Obarskyr to this day. The others have all been lost to history.

SWORD OF CAILLARD

Longsword, legendary (requires attunement by a non-evil creature)

This sword once belonged to the hero Caillard and is inhabited by the spirit of a dryad.

To attune to the sword you must spend a long rest with the weapon, at the end of which you must succeed on a DC 17 Charisma check. On a failure you may try again the next day, but if you fail three times you may never attune to this weapon. If you carry out any heroic deeds with this weapon, prior to attempting to attune, the DM may consider giving you advantage on your roll. Once attuned to this weapon, you feel an incredible bond to it, as strong as for a living person, and you will not let it out of your possession on pain of death.

You gain a +2 bonus to attack and damage rolls made with this weapon. You also gain the following benefits, provided the weapon is on your person.

Friend of the Forest. You have advantage on Charisma (Persuasion) checks when dealing with sylvan creatures, such as dryads, treants, wood elves and sprites.

Magic Resistance. You may reroll a failed saving throw against a magical effect three times a day.

Pass Without a Trace. You may use an action to *pass without trace*, as per the spell, once per day.

Protective Spirit. You have advantage on Wisdom (Perception) checks against being surprised.

ESQUIEL'S NOTES

The story behind this blade is told by the wizard, Gabrathel, in his tome *Love in the Time of Chimeras*. He notes that the sword had once belonged to the hero Caillard, a renowned warrior who drove back a force of trolls from The Reaching Wood in days of yore. In doing so, he won the love of the dryad Amaryllis, but their romance was punished by a jealous Fey Lord, who bound her to the human's blade - to forever be with him, but forever unable to touch him.



RAPIERS

RAKISH RAPIER

Rapier, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The weapon has 5 charges and regains 1d4+1 expended charges daily at dawn.

Flurry of Blows. When you select the Attack action, you may expend 1 charge to make a melee attack against every creature within 5 feet of you.

Flurry of Parries. When a creature hits you with a melee attack, you can use your reaction and expend 1 charge to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you. You continue to benefit from this bonus against all further melee attacks against you, until the start of your next turn.

Riposte. If a creature misses you with a melee attack, you can use your reaction and expend 1 charge to make a melee attack against the creature.

ESQUIEL'S NOTES

An heirloom of Waterdeep's well-known Griffinheart family (who trace their lineage back to Florel Griffinheart, founder of the Griffon Cavalry), this fantastic blade has been passed from father to son through the generations. Currently its ownership is disputed between Kyle Griffinheart, son of Obron, and Drake Rosefire, a bastard who claims to be a legitimate member of the family, with ties to the Shadow Thieves Guild.

RAPIER OF MOCKERY

Rapier, very rare

You gain a +1 bonus to attack and damage rolls made with this sentient magic weapon, which refers to itself variously as *The Duke of Derision*, *The Marquise of Mockery* and/or *The Count of Contempt*. While you are holding this rapier you can use your bonus action to command *The Duke of Derision* to mock a creature within 60 feet of you.

Make a DC 10 Charisma (Persuasion) check. On a success, *The Duke of Derision* unleashes a torrent of cutting rebukes that affect the target exactly like the cantrip *vicious mockery*. The target must succeed on a DC 17 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

If you fail the initial Charisma (Persuasion) check, however, the weapon sides with your opponent, saying something along the lines of: *Insult the ogre? You've got to be effing kidding! He's going to floss his teeth with your entrails...* You must then save against the effects of the weapon's *vicious mockery* yourself.

Sentience. *The Duke* is a sentient weapon of chaotic neutral alignment, with an Intelligence of 18, a Wisdom of 14 and a Charisma of 20. It has hearing and darkvision out to a range of 60 feet.

The weapon speaks aloud with its wielder. It knows every language mentioned in the core rulebooks and has a 70% chance of being able to speak any other language.

Personality. *The Duke* vacillates between scintillating self-confidence and nihilistic despair, but more often wallows in self pity, questioning the purpose of his own existence. The irony of his brilliant mind being trapped in a blade is not lost on him, and the bitterness he feels at his compromised existence is the driving reason behind his insulting behaviour and perpetually sarcastic tone. Indeed, unleashing his lightning hot wit on hapless subjects is one of the few pleasures he takes from life, and letting rip with a volley of rebukes often lifts his mood, albeit temporarily. When on form he can be garrulous and effusive, but when depressed he veers towards introspection. His mood may influence his willingness to aid his wielder with cutting remarks.

RELENTLESS RAPIER

Rapier, rare (requires attunement)

The pommel of this weapon is decorated with an ivory skull. Whenever you land a blow on an opponent, the rapier quickens in your hand, demanding to end the life of the creature it has wounded. When you select the Attack action, you may use a bonus action to make one additional attack with this weapon against a creature that you have already wounded.



SCIMITARS

SCIMITAR OF THE GIN-LOVING GENIE

Scimitar, legendary (requires attunement)

This scimitar once belonged to the gin-loving Djinni, Obi Dew Diva, who was tasked with guarding [The Gleaming Cloud Citadel](#) from intruders. However he was eventually trapped in his own blade by the archmage Lavinia Brightswann, and now reluctantly serves the owner of this weapon. Attuning to the scimitar is not easy, and requires a successful DC 15 Charisma check. On a success, you attune as normal. On a failure, you must wait at least one year before you can try again.

Once per day, while holding this weapon, you may attempt to call out Obi Dew Diva from his prison - a beggarly hovel in an extradimensional space - to serve you. To do so, contest a Charisma check with the Djinni. If you succeed, Obi Dew Diva materialises from the scimitar and does your bidding for one hour, including fighting if instructed. However, there is a 75% chance that he is *poisoned* from overindulging on gin within his prison.

While in your service, provided Obi Dew Diva is not drunk, you may attempt to bend him to your will and force him to grant you a *wish*. In this case, contest another Charisma check with him. On a success he must grant you a *wish* (which he may try to pervert). On a failure, he will disappear back into his prison.

If you fail the contest by 10 or more, Obi Dew Diva manages to bend you to his will, forcing you to use your *wish* to set him free of his prison. He disappears back to his own plane of existence, and the scimitar becomes a non-magical weapon.

♪ *The Gin Genie lives on his back... the Gin Genie loves chimney stacks... He's outrageous, he screams and he bawls... Gin Genie, let yourself go, whoah... ♪ Ah, they don't make bards like they used to. **Buckbee.***

SONIC SCIMITAR

Scimitar, legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The weapon has 5 charges, and it regains 1d4+1 expended charges daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the scimitar shatters with a thunderous crack. Creatures within 5 feet of the explosion take 2d6 piercing damage and must succeed on a DC 15 Constitution saving throw or be deafened for 10 minutes.

Sonic Wave. Slashing this blade in a horizontal arc, you may use a bonus action and expend 1 charge to create a wave of sonic force, originating from the weapon and audible out to 300 feet. Each creature in a 15-foot cube must make a DC 14 Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away. On a successful save, the creature takes half as much damage and isn't pushed.

Sonic Boom. Slashing this blade down in a vertical arc, you may use an action and expend 3 charges to create a thunderous wave of sonic force, audible out to 1 mile. Each creature in a 60-foot cone, originating from the weapon, must make a DC 16 Constitution saving throw. On a failed save a creature takes 5d8 thunder damage, is pushed 20 feet away and is deafened. On a successful save, the creature takes half as much damage, and isn't pushed or deafened.



SHORTSWORDS

DAZZLING BLADE

Shortsword, very rare

You gain a +1 bonus to attack and damage rolls with this weapon.

This blade dazzles and shimmers with bright lights. When you attack a creature that can see you with this weapon, it cannot take reactions for the rest of the round.

Additionally, you can use an action to swing the sword in a wide arc of dazzling, flashing lights. Anyone within 15 feet must succeed on a DC 14 Intelligence saving throw or be blinded until the start of your next turn. Once used, this property can't be used again until after the following dawn.

HEARTSTOPPER

Shortsword, legendary

When you attack with this weapon you score a critical hit on a roll of 19, and you triple all damage die on a roll of 20.

Beat that.... **Buckbee.**

PHASE BLADE

Shortsword (75%) or scimitar (25%), very rare (requires attunement)

The guard of this sword is decorated with a large black, blue and white spider. The weapon has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

While holding this weapon, you may use a bonus action and expend 1 charge to magically shift from the Material Plane to the Ethereal Plane for a brief instant. In this instant, you can use either your movement action to travel safely and invisibly, before reappearing on the Material Plane, or you can take an action or bonus action on the Ethereal Plane and return to the same spot.

If you use the sword's last charge, roll a d20. On a 1, the weapon stops working properly, and you are stuck on the Ethereal Plane.

Poison Variant (25% of weapons) When you hit a target with this weapon, it must make a DC 11 Constitution saving throw, taking an extra 2d8 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralysed while poisoned in this way.

ESQUIEL'S NOTES

Variants of this weapon seem to have been crafted by arcane artificers across Faerûn. The renowned bard and adventurer Batt Bayar, for example, is well known to have owned a scimitar that gave him the appearance of being able to teleport, and which dealt poisoned wounds. Batt Bayar has not been seen in the Sword Coast now for many years, and was last seen in Thay.

SHORTSWORD OF INVISIBILITY

Shortsword, very rare (requires attunement)

The weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding the sword, you may use an action and expend 1 charge to confer *greater invisibility* upon yourself. As per the spell, the invisibility lasts for up to one minute and requires concentration to maintain.

SHORTSWORD OF SHIFTESS

Shortsword, very rare (requires attunement)

The blade of this magic weapon is extraordinarily bright, like a mirror, and the handle is wrought with gold overlay and covered with arcane symbols.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding it, you can use a bonus action and expend 1 charge to cast one of the following spells: *mirror image*, or *misty step*.



TRIDENTS

MERFOLK'S TRIDENT

Trident, rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While holding this magic weapon, you are able to breathe underwater. While underwater, you are able to communicate telepathically with any other creature holding a *merfolk's trident*, provided that they are within 120 feet of you.

ESQUIEL'S NOTES

The Blackstaff of Waterdeep owns five of these wondrous weapons. They were given to her by a merfolk king, whose realm lies deep below the Sea of Swords, so that she could readily send aid to their cause when needed. I understand she has dispatched *Force Grey* into the ocean, armed with these tridents, more than once...

Lightning Harness. While holding this magic weapon, when you are subjected to an attack that deals lightning damage you take no damage. Instead, the number of hit points of damage you would have taken are transferred to the trident's pool of lightning energy, which may exceed 50 hit points.

*This is one trident I wouldn't fork with. **Buckbee.***

ESQUIEL'S NOTES

During my studies, I have come across several swords that had similar properties to this weapon. One, called *Lightning Blade*, was owned by the paladin Argunon, and the monk-historian Lazarin relays a long list of fiends he fried with this powerful weapon. No mention was made, however, of its ability to control water, so that might be a unique property of the *Storm Trident*.

STORM TRIDENT

Trident, legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Control Water. While holding this weapon, you may use your action to cast the spell *control water*, using the trident as a spell focus. You may not use this property again until the following dawn.

Lightning Blast. The trident has a 50 hit point pool of lightning energy, which you can direct at your foes. The pool recharges back up to 50 hit points daily at dawn. You may use an action to point the trident at a creature within 60 feet of you, blasting them with a streak of crackling white lightning. You determine the damage of the blast by using some or all of the weapon's pool of lightning energy. If the target succeeds on a DC 16 Dexterity saving throw, they take half damage.



WAR PICKS

SHILDBREAKER

War pick, very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, whenever you hit an armoured opponent with this war pick, you reduce the opponent's armour class by 1, until it no longer benefits from wearing armour.

STONEBREAKER

War pick, rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The powerful dwarven runes carved into this item, mean that you can also tunnel through stone at a rate of 1 cubic foot per round. You may tunnel at this rate for 10 minutes a day, after which you must wait until the following dawn before using this magic property again.

*So much for locating that secret door. **Buckbee.***



WHIPS

ELECTRIC EEL

Whip, very rare

Once per turn, when you hit a creature with this magic weapon, it must make a DC 12 Constitution saving throw. On a failed save, the target takes an additional 1d8 lightning damage and is stunned for one round. On a successful save, the creature takes half damage, and is not stunned. Huge-sized creatures and larger are immune to being stunned by this weapon.

*I once found one of these. It was hidden in a treasure vault.
Buckbee.*

FLAME WHIP

Whip, very rare

This magic weapon blazes with infernal heat, dealing 1 hit point of fire damage per round to anyone holding it.

When you hit a creature with this weapon it takes an extra 1d4 fire damage. Additionally, the target must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled. Until this grapple ends, the target is restrained and you cannot use this weapon to attack another target. A creature that ends its turn grappled by this weapon takes 2d4 fire damage.

STORM WHIP

Whip, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The weapon has 5 charges, and it regains 1d4+1 expended charges daily at dawn.

Lightning Lash. While holding the whip, you can use a bonus action and expend 3 charges to channel the power of the storm. The next time you hit with a melee attack using this weapon, the target must make a DC 16 Dexterity saving throw, taking 8d6 lightning damage on a failed save, or half as much damage on a successful one.

Thundercrack. While holding the whip, you can use a bonus action and expend 1 charge to call forth its thunderous energy. The next time you hit with a melee attack using this weapon, it unleashes a thundercrack that is audible within 300 feet of you, and the attack deals an extra 2d6 thunder damage to the target. Additionally, if the target is a Large-sized creature or smaller, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from you and knocked prone.

WYVERN'S TAIL

Whip, legendary

This whip is sinewy with a scaly texture, and topped with a twitching and deadly stinger. Once per turn, when you hit a creature with this weapon, it must make a DC 15 Constitution saving throw, taking an extra 7d6 poison damage on a failed save, or half as much damage on a successful one.

ESQUIEL'S NOTES

When the necromancer, Vesdrixin 'Yellowfingers', discovered a way to return the life force to these amputated monsters' tails, he made a small fortune pawning them as weapons on the black market of Waterdeep. They say he died when one of his creations twitched and stung him in his rotten heart.



MISCELLANEOUS WEAPONS

The following weapons do not exist in the Player's Handbook, and are thus prefaced with their mechanics.

ARTIFICIAL CLAWS

Artificial claws are devices strapped to a creature's hands or wrists that are designed to enhance the potency of their unarmed strikes. They typically come in pairs, and when worn your unarmed strikes deal 1d4 piercing damage.

WOLVERINE CLAWS

Artificial claws, very rare (requires attunement by a creature with epic sideburns)

You gain a +2 bonus to attack and damage rolls made with these magic weapons. Additionally, you score a critical hit on a roll of 19 or 20.

When you are hit by a melee attack, you can use your reaction to add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

Wolverine claws are capable of retracting and protracting at will, from bracers worn on the wrist.

Regeneration Variant. Some legendary versions of these claws allow their wearers to immediately regenerate 1d6+1 hit points per wound they receive. You may only regenerate a number of hit points equal to the wound inflicted.

CHAKRAMS

A chakram is a circular disk with a razorsharp edge that does 1d6 slashing damage and has the finesse, light and thrown property (range 30/90).

CHAKRAM OF BADASSERY

Chakram, legendary (requires attunement by a creature in a leather boobtube)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with a ranged attack using this weapon, you may make an additional attack against a second target, provided that it is within 10 feet of your original target (normal penalties apply for attacking at long range). If this second attack hits, you may carry on making additional attacks in this way until you either miss with an attack, or until you hit a maximum of six separate targets, at which point the weapon flies back into your hand. No matter how many attacks you have, you can only make one ranged attack with this weapon in a turn.

ESQUIEL'S NOTES

Whilst evidence of this weapon's existence is circumstantial at best (it is mentioned only in a fanciful hagiography called *The Life of a Warrior Princess*, penned by an unknown bard named Gabrielle), I thought it was worth including in this opus, in case it be of interest to any adventurers out there.



MAGIC WEAPONS OF THE DMG



he Dungeon Master's Guide contains 32 magic weapons that you might want to include in your adventures. Here they are broken down by weapon type for easy reference. (NB: staves, sentient weapons and artefacts not included on this list)

AXES

BERSERKER AXE

See p.155 of the DMG.

GIANT SLAYER

See p.172 of the DMG (also can be a sword).

BOWS & ARROWS

ARROW OF SLAYING

See p.152 of the DMG.

OATHBOW

See p.183 of the DMG.

DAGGERS

DAGGER OF VENOM

See p.161 of the DMG.

HAMMERS

DWARVEN THROWER

See p.167 of the DMG.

HAMMER OF THUNDERBOLTS

See p.173 of the DMG.

JAVELINS

JAVELIN OF LIGHTNING

See p.178 of the DMG.

MACES

MACE OF DISRUPTION

See p.179 of the DMG.

MACE OF SMITING

See p.179 of the DMG.

MACE OF TERROR

See p.180 of the DMG.

SWORDS

DANCING SWORD

See p.161 of the DMG.

DEFENDER

See p.164 of the DMG.

DRAGON SLAYER

See p.166 of the DMG.

FLAME TONGUE

See p.170 of the DMG.

FROST BRAND

See p.171 of the DMG.

HOLY AVENGER

See p.174 of the DMG.

LUCK BLADE

See p.179 of the DMG.

NINE LIVES STEALER

See p.183 of the DMG.

SCIMITAR OF SPEED

See p.199 of the DMG.

SUN BLADE

See p.205 of the DMG.

SWORD OF ANSWERING

See p.206 of the DMG.

SWORD OF LIFE STEALING

See p.206 of the DMG.

SWORD OF SHARPNESS

See p.206 of the DMG.

SWORD OF VENGEANCE

See p.206 of the DMG.

SWORD OF WOUNDING

See p.207 of the DMG.

VORPAL SWORD

See p.209 of the DMG.

TRIDENTS

TRIDENT OF FISH COMMAND

See p.209 of the DMG.

GENERIC MAGIC WEAPONS

AMMUNITION, +1, +2, OR +3

See p.150 of the DMG.

VICIOUS WEAPON

See p.209 of the DMG.

WEAPON, +1, +2, OR +3

See p.213 of the DMG.

WEAPON OF WARNING

See p.213 of the DMG.

ESQUIEL'S GUIDE TO MAGIC ARMOUR

ARMOUR (ANY)

ARMOUR OF READINESS

Armour (any), uncommon

The straps, buckles and interlacing parts of this armour have been enchanted to aid their wearer don and doff it as speedily as possible. You may don this armour as if it were one category lighter than it is (for light armour you can don it in 30 seconds), whilst doffing it requires only one action, as the armour falls off your body in parts at your command.

LIGHT ARMOUR

ARMOUR OF ABSORPTION

Armour (padded), very rare (requires attunement)

You gain a +1 bonus to AC when you wear this armour. This suit is supernaturally absorbent, protecting you from the full force of blows. When you take piercing damage you may reduce the damage by 1d4, when you take cold or slashing damage you may reduce the damage by 1d6, and when you take bludgeoning, force or thunder damage you may reduce the damage by 2d4. When you receive a critical hit, roll a d6. On a 1-3 the above property doesn't work and you take full damage.

DISPLACER HIDE

Armour (leather), very rare (requires attunement)

This leather armour is made from the skin of a displacer beast. When you wear it, the armour projects a magical illusion that makes you appear to be standing near your actual location, causing attack rolls against you to have disadvantage. If you are hit by an attack, this property is disrupted until the end of your next turn. The trait is also disrupted if you are incapacitated, restrained, grappled or unconscious.

LIZARD SKIN

Armour (leather), very rare (requires attunement)

Etched into this elegant set of leather jerkin and breeches are depictions of snakes, newts, frogs, iguanas and crocodiles. When you don the armour, however, the leather begins to mutate, becoming greenish in colour and rough in texture, as it stretches tightly over your body like a second skin. The armour covers everything except your face, and is cool to the touch.

You gain a +2 bonus to your AC while wearing this enchanted armour.

Chameleon Camouflage. The armour changes colour according to its environment. You gain advantage on Dexterity (Stealth) checks against creatures that rely on sight, provided that you remain still.

Sticky Hands. While wearing this armour, the underside of your hands and feet are ridged and bristled, giving them a supernatural level of adhesion. You gain advantage on Strength (Athletics) checks that involve climbing, and Dexterity checks that involve catching. Attempts to disarm you, or wrest an item you are holding from your hands, are made at disadvantage.

Water Adept. The armour is watertight and streamlined, with webbing between your fingers and toes, allowing you to slip through the water with ease. You gain advantage on Strength (Athletics) checks that involve swimming.

*You could say this armour is useful right from the gecko...
Buckbee.*

PORCUPINE LEATHER

Armour (studded leather), uncommon

This suit of armour is riveted with scores of small and exceptionally sharp conical spikes. As a defense mechanism, you can use an action to propel these spikes at your enemies. When you do so, any creature within 10 feet of you must make a DC 16 Dexterity saving throw. On a failed save, they take 2d4 piercing damage, or half as much on a success. Creatures wearing medium or heavy armour, or carrying a shield, have advantage on their saving throw. Anyone rolling a 1 on their saving throw is blinded in one eye and must roll another d20. If they roll a second 1 they are blinded in both eyes. After you have used this property, the armour becomes a suit of non-magical leather armour.

Poisoned Variant. Some rare versions of this magic armour have a poison mechanism in their spikes. For every 1 hp of piercing damage a creature takes, they also take an extra 2 hp of poison damage.

ESQUIEL'S NOTES

There is a famous incident of this armour being used to murder the King of Sembia. It was employed when the Red Mages of Thay sent their 'ambassador' to treat with the Sembian court. Several counsellors died in the attack as well.

ROGUE SUIT

Armour (studded leather), very rare

You gain a +1 bonus to AC when you wear this armour. The armour contains six pockets of extradimensional spaces that function like miniature *bags of holding*, each 2 cubic feet in size and capable of holding up to 12 lbs. of equipment. Unless completely empty, each of these pockets adds 1 lb. of weight to the suit of armour. Typically, these pockets contain the following equipment:

First pocket. Thieves' tools.

Second pocket. Climber's kit.

Third pocket. 50 feet of hempen rope, with grappling hook attached.

Fourth pocket. Disguise kit.

Fifth pocket. Roll a d6. On a 1 or 2 it contains a forgery kit; 3 or 4 a gaming set; 5 or 6 a poisoner's kit.

Sixth pocket. 2d100 gold pieces.

MEDIUM ARMOUR

ELVEN PLATE

Armour (half plate), very rare

You gain a +1 bonus to AC when you wear this armour. This armour weighs half as much as normal armour of its type, and you may add your full Dexterity modifier to your AC.

GHOST PLATE

Armour (breastplate), very rare (requires attunement)

When you don this breastplate, the rest of the suit of armour appears in ghostly ethereal form, offering you the protection of a full set of platemail.

PIRATE'S SHIRT

Armour (chain shirt), uncommon

This armour dissolves if it comes into contact with salt water.

SPIRIT HIDE

Armour (hide), very rare (requires attunement)

Powerful shamanic magic is woven into the fabric of this armour, binding the spirits of tribal ancestors to protect its wearer. You gain a +1 bonus to your AC while wearing this enchanted armour. Additionally, if you are reduced to 0 hit points while wearing this armour, you can rise again on 1 hit point at the start of your next turn. Once used, this property can't be used again until the following dawn.

TARRASQUE HIDE

Armour (scale mail), legendary (requires attunement)

The armour is fashioned from the preternaturally tough scales of the tarrasque monster. You gain a +6 bonus to your AC while wearing this armour. When you are targeted by a *magic missile*, a line spell or effect, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5 you are unaffected. On a 6, you are also unaffected, and the effect is reflected back at the caster as though it originated from you.

Tarrasque hide. Armour, or just really great advice? Buckbee.

HEAVY ARMOUR

ARMOUR OF THE GOLDEN DAWN

Armour (plate mail), legendary (requires attunement by a creature of good alignment)

This gleaming gold set of plate mail inspires courage and hope in the pure of heart. You gain a +2 bonus to AC when you wear this armour, and gain resistance to cold, fire and necrotic damage.

Aura of Hope. While wearing this armour, you, and good-aligned creatures within 30 feet of you, have advantage on saving throws against being frightened.

Fury of the Sun. You may use a bonus action to cause the armour to blaze with the fury of the sun. At the start of each of your turns, any creature within 5 feet of you takes 3d6 fire damage. The effect lasts for one minute, and once used cannot be used again until the following dawn.

Light in the Dark. You may use an action to cause the armour to shine bright as a new dawn, as if you had cast the spell *daylight*. You may use this property three times, after which you must wait until the following dawn before you can use it again.

Should this armour reside in darkness, without seeing the sun, for three continuous days, it loses its magic properties and becomes a nonmagical suit of platemail. The properties are restored when touched by direct sunlight.

ESQUIEL'S NOTES

Legend has it that when Lathander walked the realms as a man, he had Helm forge this suit of mail for him. What is certainly true - several sources agree - is that the warrior Stahhanrik donned this armour before setting off into the Underdark to banish the demonlord Graz'zt and his minions. He never returned.

CHAIN MAIL OF PROTECTION

Armour (chain mail), very rare (requires attunement)

This armour has been blessed by a high priest of Helm, God of Protection, granting its wearer safety in battle. You gain a +1 bonus to AC when you wear this armour, and you have advantage on saving throws against effects that deal acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, radiant, slashing or thunder damage.

RING MAIL OF VERSATILITY

Armour (ring mail), very rare (requires attunement)

You gain a +2 bonus to your AC while wearing this armour. The coat is made out of boiled leather reinforced by 40 large metal rings. While wearing the armour, once per turn, as a free action, you may tear off a ring and cause it to transform into one of the following items:

Chakram. The ring becomes a +2 circular throwing weapon with a range of 30/90 that does 1d6 damage. After you've attacked with it, it becomes a nonmagical metal ring.

Mirror. The ring turns into a nonmagical mirror, three feet in diameter. The transformation lasts until you choose to end it, after which it becomes a nonmagical metal ring.

Shield. The ring turns into a nonmagical shield. The transformation lasts until you choose to end it, after which it becomes a nonmagical metal ring.

Stepping Stone. You throw the ring up to 10 feet in front of you, whereupon it becomes a stepping stone 2 feet in diameter, capable of supporting 1,000 lbs. The stepping stone can be placed on any surface, including water or air, and remains completely stationary. After one minute, the stepping stone reduces in size and becomes a nonmagical metal ring.

Tenser's Floating Disk. The ring becomes a *tenser's floating disk*, for up to one hour, after which it becomes a nonmagical ring.

Wheel. The ring turns into a wagon or chariot wheel up to 5 feet in diameter. The transformation lasts until you choose to end it, after which it becomes a nonmagical metal ring.

For every 10 rings you tear off, subtract 1 from the armour's AC. Any ring still in your possession may be reattached to the coat of mail using the *mending* spell.

SHAR'S SPLINT

Armour (splint), very rare (requires attunement)

This armour is blessed by Shar, the Goddess of Darkness and Trickery. It was given as a gift from the deity to her favourite warriors.

You gain a +1 bonus to your AC when you are wearing this armour, and any attempt made to grapple you is made at disadvantage. Additionally, while wearing this armour, you gain darkvision out to 60 feet and have advantage on Dexterity (Stealth) checks made in dim light or darker.

Curse. The dark magic woven into this suit of armour can drive people to despair. When a creature of good alignment finishes a long rest in this armour they must make a DC 11 Wisdom saving throw. On a failure, the character is affected by despair and must roll on the Shadowfell Despair table (p.52 of the DMG). Once affected by despair, removing the armour does nothing to stop the effect, however you may attempt to overcome the despair as per the rules laid out on p.52 of the DMG.

SHIELDS

ARCANE SHIELD

Armour (shield), very rare (requires attunement)

This magic item is a weightless shimmering shield of arcane energy, pale in colour, that is activated by a wide metal bracer worn on the wrist. It confers the benefits of a regular shield.

The shield has 3 charges, and regains 1d3 expended charges daily at dawn. When you are either hit by an attack, or you are the target of an effect that requires a Dexterity saving throw, you may use a reaction and expend 1 charge to cause the shield to form a shimmering barrier around you. The barrier surrounds you and protects you from all damage attacks until the start of your next turn. You must be able to see the attack, in order to trigger this property.

You do not need to be proficient with shields to use this magic item, however, you cannot wield a weapon with your shield hand and continue to benefit from the shield's AC bonus.

GORGON SHIELD

Armour (shield), legendary (requires attunement by an evil creature)

The boss of this shield is emblazoned with a terrifying relief of demonic, horned bull.

The shield has 3 charges, and regains 1d3 expended charges daily at dawn. You may use an action and expend 1 charge to cause the bull's mouth and nostrils to exhale petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

SHIELD OF ESCAPE

Armour (shield), very rare

This green-and-copper coloured armour has an uneven, undulating circumference and is decorated with ridges that give it the appearance of a large metallic tortoise shell.

You can use a bonus action to speak the shield's command word and project a zone of slowness, which appears in a 40-foot cube directly in front of the shield's location. Any creature entering the zone, or starting their turn in the zone, must make a DC 15 Wisdom saving throw. On a failure, the creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions, whilst in the zone. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

On a successful save, a creature can move and act as normal, but cannot take a bonus action while in the zone. They must make the saving throw again any time they start their turn in the zone.

The zone is stationary and lasts for one minute. Once used, this property can't be used again until the next dawn.

SHIELD OF THE GOLDEN DAWN

Armour (shield), legendary

This ancient shield is made from flawless undented gold and decorated with the image of a blazing sun. You gain a +1 bonus to AC when you carry this magic armour. While holding this shield, you can use an action to fire a sunbeam upon your foes. The beam reaches out in a line 60 feet long and 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw. A creature takes 4d10 fire damage on a failed save, or half as much on a successful one. Once used, this property can't be used again until the next dawn.

SHIELD OF STUNNING

Armour (shield), very rare

You can use an action to send a shockwave out in a 30-foot cone from the boss of the shield. Each creature in the cone must succeed on a DC 14 Constitution saving throw or be stunned until the start of your next turn. Once used, this property can't be used again until the next dawn.



MAGIC ARMOUR OF THE DMG

Below are the 19 different types of magic armour listed in the Dungeon Master's Guide, as well as page references. They include 5 generic types of armour (*adamantine armour*, *armour of resistance*, *mithral armour*, etc.), 1 type of light armour, 2 types of medium armour, 6 types of heavy armour and 5 magic shields.

ARMOUR (ANY)

ADAMANTINE ARMOUR

See p.150 of the DMG.

ARMOUR, +1, +2 OR +3

See p.152 of the DMG.

ARMOUR OF RESISTANCE

See p.152 of the DMG.

MARINER'S ARMOUR

See p.181 of the DMG.

MITHRAL ARMOUR

See p.181 of the DMG.

LIGHT ARMOUR

GLAMOURED STUDDED LEATHER

See p.172 of the DMG.

MEDIUM ARMOUR

DRAGON SCALE MAIL

See p.165 of the DMG.

ELVEN CHAIN

See p.168 of the DMG.

HEAVY ARMOUR

ARMOUR OF INVULNERABILITY

See p.152 of the DMG.

ARMOUR OF VULNERABILITY

See p.152 of the DMG.

DEMON ARMOUR

See p.165 of the DMG.

DWARVEN PLATE

See p.167 of the DMG.

EFREETI CHAIN

See p.167 of the DMG.

PLATE ARMOUR OF ETHEREALNESS

See p.181 of the DMG.

SHIELDS

ANIMATED SHIELD

See p.151 of the DMG.

ARROW-CATCHING SHIELD

See p.152 of the DMG.

SENTINEL SHIELD

See p.199 of the DMG.

SHIELD OF MISSILE ATTRACTION

See p.200 of the DMG.

SPELLGUARD SHIELD

See p.201 of the DMG.

THE DM'S MAGIC WEAPON GENERATOR

Need a few non-game-breaking magical weapons to drop into a low or mid-tier dungeon? The tables below allow you to generate a near infinite number of enchanted arms that are perfect for PCs at levels 1-10. Either choose the most appropriate options, or roll the dice.

DETERMINE WEAPON TYPE

d100	Weapon Type
1-3	Club
4-8	Dagger
9-12	Greatclub
13-17	Handaxe
18	Javelin
19-20	Light hammer
21-25	Mace
26-27	Quarterstaff
28	Sickle
29-33	Spear
34-38	Battleaxe
39-42	Flail
43-46	Glaive
47-51	Greataxe
52-56	Greatsword
57-58	Halberd
59	Lance
60-64	Longsword
65-67	Maul
68-72	Morningstar
73	Pike
74-77	Rapier
78-82	Scimitar
83-87	Shortsword
88	Trident
89	War pick
90-94	Warhammer
95-97	Shortbow
98-100	Longbow

DETERMINE BONUS MODIFIER

d12	Bonus Modifier
1-2	none
3-8	+1
9-11	+2
12	+3

DETERMINE MAGIC PROPERTY

Roll or choose from this table, before consulting the appropriate subheader below, where you may roll again to refine the weapon's exact property.

d20	Magic Property
1-3	Racial origin
4-8	Divinely blessed
9-12	Monster slayer
13-15	Energy
16	Swiftess
17	Defence
18	Lucky
19	Cursed
20	Roll twice, ignoring repeat results

RACIAL ORIGIN WEAPONS

Weapons with a racial origin were forged with techniques mastered by the race in question. Note that a weapon with a racial origin might not have been forged for the race in question. For example, a halfling greatsword may have been forged by halflings for a human ally.

d10	Racial Origin Types
1	Dwarf (hill)
2	Dwarf (mountain)
3	Dwarf (duergar)
4	Elf (high)
5	Elf (wood)
6	Elf (drow)
7	Gnome
8	Halfling
9	Celestial
10	Fiend

HILL DWARF WEAPONS

You have advantage on attack rolls made with this weapon against goblinoids and orcs.

MOUNTAIN DWARF WEAPON

If you do not have darkvision, you gain it out to 30 feet. If you already have darkvision, it increases in range by 30 feet. In both cases you must be holding the weapon to gain this benefit.

DUERGAR WEAPON

Once per day, while holding this weapon, you may use a bonus action to magically increase in size for one minute. Your size doubles in all dimensions and your weight is multiplied by eight. This growth increases your size by one category - from Medium to Large, for example.

If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. Until the effect ends, you have advantage on Strength checks and Strength saving throws.

Your weapons also grow to match your new size. While these weapons are enlarged, your attacks with them deal 1d4 extra damage. This weapon requires attunement.

HIGH ELF WEAPON

Once per day, you may use a bonus action to gain advantage on your next attack roll against an enemy of your choice. You must make the attack within one minute or the effect is wasted.

WOOD ELF WEAPON

While holding this weapon, you have advantage on any Dexterity (Stealth) checks made in forest terrain.

DROW WEAPON

Once per day, while holding this weapon, you may use a bonus action and transform into a **giant spider** for up to one minute, using the same conditions as the druid's Wild Shape ability.

This magic property cannot be used while the weapon is exposed to daylight, and the weapon crumbles to dust if exposed to direct sunlight for one minute or more. This weapon requires attunement.

GNOME WEAPON

You have advantage on all Intelligence, Wisdom and Charisma saving throws against magic, while holding this weapon.

HALFLING WEAPON

Once per day, you may roll a d6 and add it to an attack roll made with this weapon. You can decide to add the d6 after the roll is made, but before the result is known. While holding this weapon you always know which direction is home.

CELESTIAL WEAPON

This weapon glows brightly when within 120 feet of a fiend. Additionally, when you hit a fiend with this weapon you deal an extra 1d8 radiant damage.

FIENDISH WEAPON

While holding this weapon you are not affected by magical darkness. Additionally, when you roll a 20 on attack roll you deal an extra 7 poison damage.

DIVINELY BLESSED WEAPONS

Divinely blessed weapons have been consecrated by the high priest of a powerful deity, giving them certain properties.

d20 Deity

- 1 Auril, goddess of winter
- 2 Beshaba, god of misfortune
- 3 Bhaal, god of murder
- 4 Helm, god of protection
- 5 Ilmater, god of endurance
- 6 Leira, goddess of illusion

d20 Deity

- 7 Malar, god of the hunt
- 8 Mask, god of thieves
- 9 Mielikki, goddess of forests
- 10 Myrkul, god of death
- 11 Mystra, goddess of magic
- 12 Selune, goddess of the moon
- 13 Silvanus, god of wild nature
- 14 Talona, goddess of disease and poison
- 15 Talos, god of storms
- 16 Tempus, god of war
- 17 Torm, god of courage
- 18 Tymora, goddess of good fortune
- 19 Tyr, god of justice
- 20 Umberlee, goddess of the sea

BLESSED BY AURIL

While in possession of this weapon, you gain resistance to cold damage, and when you walk on snow your passing leaves no trace.

BLESSED BY BESHABA

When you roll a 20 on your attack roll with this weapon, the next attack made against the same target is made with advantage.

BLESSED BY BHAAL

You have advantage on attack rolls made with this weapon against surprised enemies.

BLESSED BY HELM

While holding this weapon, when a creature you can see attacks a target other than you that is within 5 feet of you (or 10 feet if the weapon is a polearm), you can use your reaction to impose disadvantage on the attack roll. You can do this three times a day.

BLESSED BY ILMATER

While in possession of this weapon, a short rest reduces your exhaustion level by 1, provided that you also ingest some food and drink.

BLESSED BY LEIRA

While holding this weapon, once per day you can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. When a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically misses you, then the illusion dissipates.

BLESSED BY MALAR

You have advantage on any Wisdom (Survival) rolls made to track a creature that has been hit by this weapon.

BLESSED BY MASK

This weapon makes no sound, and silences the sound of an object it touches, such as when it parries another weapon.

BLESSED BY MIELIKKI

While in possession of this weapon you have advantage on any Wisdom (Survival) checks in forest terrain.

BLESSED BY MYRKUL

When a creature within 5 feet of you is reduced to 5 hit points or fewer, you may use your reaction to make an opportunity attack against that creature.

BLESSED BY MYSTRA

Once per day, you may reroll a saving throw against magic and take the higher of the two rolls.

BLESSED BY SELUNE

While holding this weapon, you can see in the dim light of a full moon as if it were bright light, whilst the presence of any moonlight enables you to see as if in dim light.

BLESSED BY SILVANUS

While in possession of this weapon, you have advantage on any Wisdom (Animal Handling) checks that involve wild animals.

BLESSED BY TALONA

While in possession of this weapon, you have advantage on saving throws against poison and disease.

BLESSED BY TALOS

When you hit a creature with this weapon, you can cause crackling lightning to course through the target's body, doing an additional 2d6 lightning damage. You can use this property three times a day.

BLESSED BY TEMPUS

Once per day, while holding this weapon you can use a bonus action to gain 2d6 temporary hit points.

BLESSED BY TORM

While holding this weapon, you have advantage on any saving throws against being frightened.

BLESSED BY TYMORA

Once per day, you may reroll any saving throw, other than a spell saving throw, and take the higher of the two rolls.

BLESSED BY TYR

When you roll a 20 on your attack roll with this weapon, the target must succeed on a Strength saving throw or be knocked prone. The DC is 8, plus your Strength modifier and your proficiency bonus.

BLESSED BY UMBERLEE

Those in possession of this weapon are protected from the caprices of seafaring. They are immune to damage by natural lightning (including the spell *call lightning*, but not *lightning bolt* and other arcane evocations of lightning) and are protected from dying in a shipwreck. Reports have been made of lone ships in an armada surviving epic squalls thanks to one passenger owning a dagger blessed by Umberlee. Others in possession of such a weapon have reported being able to breath under water, or being washed up at a faraway ashore when death seemed certain. When not held or stowed, this weapon floats on water.

SLAYER WEAPONS

Slayer weapons were crafted to kill specific monsters or enemies. They do an extra 2d6 damage of the weapon type (bludgeoning, piercing or slashing) on a successful hit against the enemy they were created to kill. Consult the sworn enemy table below to select a type.

d10 Sworn Enemies

- 1 Beast (bears, big cats, wolves, owlbears)
- 2 Gnolls
- 3 Goblinoids (goblins, hobgoblins and bugbears)
- 4 Lizardfolk (including yuan-ti)
- 5 Lycanthropes
- 6 Ogres
- 7 Orcs
- 8 Troglodytes
- 9 Trolls
- 10 Vermin (giant insects, rodents, scorpions & spiders)

Some slayer weapons are more powerful than others. For each one you generate, you can roll on the following table.

d10 Additional Property

- 1-2 None
- 3-5 Sentinel. The weapon glows or hums faintly when within 120 feet of a sworn enemy.
- 6-7 Spy. While holding the weapon, you understand the language of its sworn enemy (for beasts, lycanthropes and vermin slayers, roll again).
- 8 Vicious. The weapon does 3d6 extra damage against its sworn enemies (as opposed to 2d6).
- 9 Deadly. When you score a critical hit you deal maximum damage on all damage die.
- 10 Roll twice, ignoring repeat results.

ENERGY WEAPONS

Energy weapons deal an additional 1d4 damage of that energy type on each successful hit. Use this table to determine the type.

d6 Energy Types

- 1 Cold
- 2 Fire
- 3 Force
- 4 Lightning
- 5 Radiant
- 6 Thunder

Some energy weapons are more powerful than others. For each one you generate, roll on the table on the following page to see if the weapon has any additional properties.

d10 Additional Property

- 1-3 None
- 4-6 Resistance. While holding this weapon, you gain resistance to damage of its energy type
- 7-9 Energy Blast. Once per day, you can use an action to cause a blast of energy to shoot forth from the weapon in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 3d6 damage of the weapon's energy type on a failed save, or half as much damage on a successful one.
- 10 Resistance + Energy Blast.

WEAPONS OF SWIFTNESS

Weapons of swiftness move with uncanny speed in the hands of their wielder, or in certain cases imbue the wielder's body with an unnatural agility, giving them an edge in combat. Roll or choose a property from the following table.

d10 Weapons of Swiftness Properties

- 1-4 You gain a bonus to your initiative rolls, equal to the weapon's attack and damage bonus (min. +1)
- 5-6 Add 1 to your Dexterity score while holding this weapon
- 7-8 Add 5 feet to your speed while holding this weapon
- 9 When you select the attack action, you may make one attack as a bonus action with this weapon on each of your turns.
- 10 Roll twice, ignoring repeat results.

WEAPONS OF DEFENCE

Weapons of defence have protective magic woven into them that helps their wielders evade danger. Roll or choose a property from the following table.

d10 Weapons of Defence Properties

- 1-4 You gain +1 to your AC, when wielding this weapon
- 5-6 Once per day, you can use a reaction to trigger the weapon's *shield*, which functions as per the spell.
- 7-8 You cannot be surprised while holding this weapon.
- 9 You gain a bonus to saving throws against spells equal to the weapon's attack and damage bonus (min. +1)
- 10 Roll twice, ignoring repeat results.

LUCKY WEAPONS

When you roll a 1 on an attack roll using a lucky weapon you may reroll the die. You may use this magic property a limited number of times a day, depending on how lucky your weapon is. Roll on the following table to determine how many times.

d10 Number of Rerolls

- 1-7 One a day
- 8-9 Two a day
- 10 Three a day

CURSED WEAPONS

Cursed weapons cannot be identified easily (p.139, DMG), often imitating the appearance of legendary arms. However, a DC 20 Intelligence (History or Arcana) check might be enough to make a PC suspicious that the item may be cursed. Otherwise, they recognise only that the item is magical and believe that they must attune to it in order to benefit from any bonuses and magical properties.

Once attuned, they begin to suffer the effects of the curse. However, the hold of the weapon on the person is such that they do not notice, or believe in, or else do not resent the detrimental properties of the weapon. In fact, they are unwilling to part with it on pain of death, sleeping with it clasped in their hands, as if fearful that others will try to steal it from them. It becomes their chosen weapon, and they have disadvantage on attack rolls with all other weapons.

Attunement to a cursed weapon can't be ended voluntarily unless the curse is broken first, such as with the *remove curse* spell (see the following for a variant rule). Such a step allows the sufferer of the curse to unattune and part with the weapon, but more powerful magic is needed to remove the curse from the weapon altogether.

d20 Curse

- 1 Animal hostility
- 2 Bad luck
- 3 Clumsiness
- 4 Confusion
- 5 Cowardice
- 6 Drunkenness
- 7 Dumbness
- 8 Exhaustion
- 9 Feebleness
- 10 Hilarity
- 11 Mendacity
- 12 Paranoia
- 13 Plant killer
- 14 Rotting flesh
- 15 Sloth
- 16 Stench
- 17 Stupidity
- 18 Sunlight sensitivity
- 19 Veracity
- 20 Vulnerability

ANIMAL HOSTILITY

While attuned to this weapon, animals within 30 feet of you are hostile toward you.

BAD LUCK

Whenever you roll a natural 20, you must reroll the die and take the new roll.

CLUMSINESS

While attuned to this weapon, you have disadvantage on all Dexterity skill checks.

CONFUSION

At the start of any turn you take in a combat situation (i.e. any time play follows an order of initiative), you must make a DC 10 Wisdom saving throw. If you fail, you are affected by the spell *confusion* for one round.

COWARDICE

Hostile creatures within 30 feet of you fill you with fear. Whenever you find yourself within 30 feet of an enemy you must make a DC 13 Wisdom saving throw. On a failure, you are frightened by them. At the end of each of your turns you may retake the saving throw, ending the effect on a success.

DRUNKENNESS

While attuned to this weapon, you feel and act permanently drunk. You are poisoned, and therefore have disadvantage on attack rolls and ability checks.

DUMBNESS

While attuned to this weapon you cannot speak, and you cannot cast spells with verbal components.

EXHAUSTION

When you attune to this weapon you gain two levels of exhaustion, which cannot be removed by any means except by unattuning to it.

FEEBLENESS

Your strength score is reduced by 2d4 while attuned to this weapon.

HILARITY

Whenever you deal damage to a creature using this magic weapon you must make a DC 10 Wisdom saving throw. On a failure, you burst into fits of laughter, and are incapacitated until the start of your next turn.

MENDACITY

While attuned to this weapon, you find it impossible to speak the truth.

PARANOIA

You suffer from extreme paranoia, perceiving imaginary threats at every turn. While attuned to this weapon, you have disadvantage on Wisdom and Charisma checks, and believe that everyone is trying to steal your favourite magic weapon from you.

PLANT KILLER

Plants wither and die where you walk, and your touch deals 1d6 necrotic damage to any living plant or tree.

ROTTING FLESH

After attuning to this weapon, your body starts to rot over the course of four days, after which the rotting stops. You lose your hair by the end of day 1, ears by the end of day 2, lips and nose by the end of day 3, and finger tips and toe tips by the end of day 4. A *regenerate* spell restores lost body parts.

SLOTH

While attuned to this weapon, your movement is reduced by 10 feet, you have disadvantage on initiative rolls, and you cannot take reactions.

STENCH

You emit a repugnant stench noticeable from up to 10 feet away, giving you disadvantage on Charisma (Persuasion) checks.

STUPIDITY

Your Intelligence score is reduced by 1d4+1 while attuned to this weapon.

SUNLIGHT SENSITIVITY

While in daylight you have disadvantage on attack rolls. When that daylight is bright sunlight you also have disadvantage on ability checks.

VERACITY

While attuned to this weapon, you are unable to tell a lie.

VULNERABILITY

While attuned to this weapon, you are vulnerable to bludgeoning, piercing and slashing damage.

REMOVE CURSE VARIANT RULE

If your PCs have easy access to the *remove curse* spell, you may find that unattuning to a cursed item is too easy (i.e. boring!). Instead, when someone casts *remove curse* on the weapon bearer, have them make an ability check using their spellcasting modifier and proficiency bonus, with a DC of 10 for rare weapons, 15 for very rare weapons and 20 for legendary weapons (consider cursed weapons generated by this table to be very rare). If they pass, they successfully remove the curse and the wielder may unattune to the weapon (which remains cursed for future users). If they fail, they may try again only after the following dawn. If they fail three times, the curse cannot be removed by that spellcaster, until they have gained a level.

SAMPLE WEAPONS

Once you've rolled on the above tables, all that remains to do is pick an appropriate name for the weapon you've generated, and, if you wish, create some plausible lore around it. Here are a few that I randomly generated myself.

ILMATER'S STAR

Morningstar, very rare

You gain a +2 bonus to attack and damage rolls with this magic weapon. Additionally, the favour of Ilmater, God of Endurance, means that you can recover one level of exhaustion after only a short rest, provided that you also ingest some food and drink.

GLAIVE OF VIGILANCE

Glaive, rare

You gain a +1 bonus to attack and damage rolls with this magic weapon. The weapon thrums in your hand at the first sign of danger and, as long as you are holding it, you cannot be surprised.

HAMMER OF STUPIDITY

Light hammer, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon.

Curse. When you attune to this weapon your Intelligence score is reduced by 1d4+1

DUERGAR'S HATCHET

Handaxe, very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon. Additionally, once per day, you can use a bonus action to magically enlarge yourself, as per the *enlarge* spell. While enlarged, you have advantage on Strength checks and saving throws, and your weapons deal an extra 1d4 damage.

THUNDERFORGED SCIMITAR

Scimitar, rare

On a successful hit this magic weapon deals an extra 1d4 thunder damage. Forged by the djinni, Zendrin, in the eye of the storm, the weapon grants its bearer resistance to thunder damage.

ICE MAUL

Maul, very rare

You gain a +2 bonus to attack and damage rolls with this magic weapon, and on a successful hit it deals an extra 1d4 cold damage. While holding this maul you have resistance to cold damage.

LIZARD BASHER

Club, very rare

Blessed by the shamen of the Arkhaur swamps, this tribal weapon was given to the barbarian, Bengoril The Bloody, to fight off the clans of lizardfolk that inhabit the area.

You gain a +1 bonus to attack and damage rolls with this magic weapon. When you hit a lizardfolk or yuan ti with this weapon, the target takes an extra 3d6 bludgeoning damage. While holding this weapon you understand draconic.

BASTION BATTLEAXE

Battleaxe, rare

You gain a +1 bonus to attack and damage rolls with this magic weapon, as well as a +1 bonus to your AC. Once per day, while holding the axe, you can cast the spell *shield*.

SOPORIFIC SCIMITAR

Scimitar, very rare (requires attunement)

Curse. When you attune to this weapon, you gain two levels of exhaustion that cannot be removed by any means, except unattuning to the weapon.

ADVICE ON CRAFTING YOUR OWN MAGIC WEAPONS

Creating new magic weapons needn't be hard, and it can be a lot of fun. Here are a few tips:

Properties Beat Bonuses. Make the most powerful aspect of the weapon its properties. Bonuses are dry, and offer no flavour to the gameplay.

Use Charges. By giving magic properties limited charges, you can create a weapons with awesome, even epic, powers, without things getting out of hand. By limiting a property's usage, you also offer players tough decisions about resource management that will challenge them.

Use Proven Mechanics. When thinking about a certain property, consider if something similar already exists in the game that you can borrow. By using existing 5e mechanics, you can feel confident that weapon will work within the rules of the game. Furthermore, the fact that you are familiar with the mechanics means you won't get bogged down during combat and constantly have to refer back to what you wrote.

Recycle Cool Abilities. One of my goals in writing this guide was to give DMs and players a second chance to bring some of 5th edition's coolest abilities onto the table. I particularly like repurposing monster abilities, as there are plenty of fun ones that PCs have no way of accessing in any other way. Otherwise, I found the battlemaster's combat manoeuvres to be a rich source of great mechanics to be plundered, as well as certain other class abilities that don't seem to get used much. Weapons that offer low-level spell abilities can make sense for martial and rogue classes, whose lack of arcane powers can prove frustrating for those playing them.

The only caveat in repurposing abilities and powers is not to impeach on the roles of other classes too heavily, especially if that class is playing on your table. For example, if one of your PCs is a barbarian, don't give the fighter an axe that enables them to rage. In general, when you drop a weapon into an adventure, it should bring something to the table that's missing, not duplicate the party's existing powers.

Find Inspiration in the DMG. There are some fantastic tables in the DMG of potential magic weapon features, details, quirks and minor properties that are sure to inspire. Find them on p.142-143.

Find Inspiration in Art. One cool exercise you can do is search for fantasy art on Pinterest or Deviantart. You will find plenty of heroes and villains wielding epic-looking weapons. The visual appearance of these weapons may inspire you to imagine what powers they would have in a game like D&D.

SUPERIOR WEAPONS

It's not only magic weapons that offer heroes an advantage on their adventures. A well-crafted blade, forged by a master swordsmith, can tilt the balance in combat, sometimes meaning the difference between life and death. Here are some rules for superior, nonmagical weapons.

FINE WEAPONS

Fine quality weapons are very well-made, giving them either a +1 to attack rolls, or a +1 to damage rolls. This bonus is not magical, rather it derives from the weapon's superior balance and sharpness.

You can buy fine weapons in most large towns and almost every city, for a cost of around 8-12 times the normal amount for a weapon of its type.

EXCEPTIONAL WEAPONS

Exceptional quality weapons can only be forged by master weaponsmiths, and carry a +1 bonus to both attack and damage rolls.

You can only buy exceptional weapons in the world's largest cities at a cost of 15 to 25 times the usual price. Often, you will have to order such a weapon in advance and give the weaponsmith in question 1 to 6 months to complete the work (depending on size of weapon and the level of ornamentation). Their first attempts to forge such a weapon might not succeed.

ADAMANTINE WEAPONS

Adamantine is an ultrahard metal found in meteorites. See p.78 of Xanathar's Guide to Everything for more info (note that they score automatic critical hits on objects, not creatures).

MITHRAL WEAPONS

Mithral is a light and rare metal, that shares some of the same qualities of silver, but which can be fashioned - in the right hands - into blades stronger than steel. Mithral weapons are typically half the weight of normal weapons.

When you attack with a mithral weapon you gain a +1 bonus to initiative rolls, whilst monsters vulnerable to silvered weapons are also vulnerable to mithral weapons.

Mithral weapons are very hard to come by, and it is hard to predict their price, however, it would rarely be less than 15-20 times the normal price.

SILVERED WEAPONS

Some creatures are more vulnerable to silver-coated weapons than to ordinary ones, making silvered weapons valuable to the savvy adventurer. See p.148 of the Player's Handbook for more on the costs of silvering weapons.

DWARVEN WEAPONS

Dwarven weapons are hardier than normal weapons and need replacing less often. Finely weighted, they have a knack of hitting harder than ordinary weapons.

When you score a critical hit with a dwarven weapon you may reroll one damage die and take the highest roll.

Dwarven weapons are available to buy in most cities, and in all dwarven strongholds, and typically cost 3-5 times as much as normal weapons.

ELVEN WEAPONS

Elven weapons weigh half that of normal weapons, and (at the DM's discretion) a weapon that does not usually have the light or finesse quality may have this quality when forged by elven hands.

Elven blades are often forged from mithral, and their weapons are often fine or exceptional in quality.

Elven weapons are rarely available to buy and are usually given as gifts to those who have performed favours for, or given aid to, elvish communities.

In order to calculate the cost of a weapon with more than one of the above qualities, you must times all the multiplying factors together, using the lowest cost estimate in each case. For example an exceptional, dwarven-forged, mithral battleaxe would cost in the region of $10\text{gp} \times 15$ (for being exceptional) $\times 3$ (dwarven) $\times 15$ (mithral) = 6,750 gp. Assuming you could find one for sale.

SUPERIOR ARMOUR

Rules for adamantite and mithral armour already exist in the DMG. It is also possible to buy superior versions of existing armour types in large towns and cities. To do so you must be fitted for the armour, after which the armourer can begin their work. The time to craft superior armour varies a lot, depending on the armourer and how much of their time they can dedicate to the task at hand, but typically superior light armour can be made in 1 week to a month, superior medium armour in two to three months, and superior heavy armour in three to four months.

SUPERIOR LIGHT ARMOUR

Superior light armour gives you a +1 bonus to your AC and costs 5-10 times that of normal light armour.

SUPERIOR MEDIUM ARMOUR

Superior medium armour allows you to ignore restrictions on Dexterity modifiers, provided you are not encumbered (p.176, PH) and replace disadvantage on stealth checks with a -2 penalty. It costs 5-10 times the price of normal medium armour.

SUPERIOR HEAVY ARMOUR

When a creature scores a critical hit against you, while you are wearing superior heavy armour, roll a d6. On a 5 or 6 (ring, chain or splint), or on a 4, 5 or 6 (plate), it becomes a normal hit. Superior heavy armour costs 5-10 times the price as normal and includes a helmet, which must be worn in order to benefit from the above property.

MAGIC WEAPON TREASURE TABLES

If you want to include a random magic weapon within a treasure hoard, you might find the following tables useful. In the case of arrows and other ammunition, the quantity of ammunition found is given in brackets. Weapons found in the Dungeon Master's Guide are indicated by [DMG]. All other weapons are found in this supplement.

Table 1 is made up of uncommon and rare weapons and is most suitable to roll on for PCs at levels 1-6.

Table 2 is made up of very rare weapons and suitable for PCs at levels 7-12.

Table 3 is made up of legendary weapons and suitable for PCs at levels 13 upwards.

TABLE 1 (UNCOMMON & RARE WEAPONS)
d100 Magic Weapon

1	Ammunition +1 (3d4 arrows) [DMG]
2	Ammunition +2 (2d4 arrows) [DMG]
3	Arrow of accuracy (2d4)
4-5	Assassin's bow
6-7	Beserker axe [DMG]
8-9	Boar spear
10	Ammunition +1 (3d4 bolts) [DMG]
11	Ammunition +2 (2d4 bolts) [DMG]
12	Bolt of accuracy (2d4)
13-14	Choker
15-16	Cobra arrow (2d4)
17-18	Dagger of darkvision
19-20	Dagger of duality
21-22	Dagger of venom [DMG]
23-24	Displacer glaive
25-26	Dragon dart
27-28	Dragon slayer [DMG]
29-30	Druid's sickle
31-32	Frog spear
33-34	Giant slayer [DMG]
35-36	Headringer
37-38	Hunter's spear
39-40	Incendiary dart
41-42	Javelin of lightning [DMG]
43-44	Mace of disruption [DMG]
45-46	Mace of smiting [DMG]
47-48	Mace of terror [DMG]
49-50	Mace of warding
51-52	Merfolk's trident
53-54	Powershot (2d4)

TABLE 1 (CONTINUED)
d100 Magic Weapon

55-56	Savage axe
57-58	Slumberdart
59-60	Stonebreaker
61-62	Stonehammer
63-64	Stone of stunning
65-66	Sunblade [DMG]
67-68	Swampgun
69-70	Sword of life stealing [DMG]
71-72	Sword of vengeance [DMG]
73-74	Sword of wounding [DMG]
75-76	Trident of fish command [DMG]
77-78	Trollslayer
79-80	Vicious weapon [DMG]
81-82	Viper arrow (2d4)
83-84	Weapon of warning [DMG]
85-100	Roll on the DM's Magic Weapon Generator



TABLE 2 (VERY RARE WEAPONS)

d100	Magic Weapon
1	Acrobat's staff
2	Ammunition +3 (2d4 arrows) [DMG]
3	Ancestral spear
4	Arcane sling
5-6	Arrow of slaying* (1d4) [DMG]
7-8	Axe of cleaving
9	Black mamba arrow (2d4)
10-11	Bloodthirsty battleaxe
12	Blue coral arrow (2d4)
13-14	Colossus killer
15-16	Commander's hammer
17	Dagger of dexterity
18	Daggerstorm
19	Dancing sword [DMG]
20	Dazzling blade
21	Demon slayer
22	Desert maul
23-24	Destroyer
25-26	Dragonmace
27	Dwarven thrower [DMG]
28	Electric eel
29	Enchanted axe
30	Fey spear
31	Fireshot (1d4+1)
32	Flail of pestilence
33	Flail of thorns
34	Flame blade
35	Flame tongue [DMG]
36	Flame bow
37	Flame whip
38	Flaming lance
39	Force bow
40-41	Frost brand [DMG]
42	Frost hammer
43-44	Halberd of heroism
45	Hammer of confusion
46	Hawkbow
47	Holy bow
48	Howling axe
49	Ice bow
50	Jackal knives (pair of)
51	Javelin of banishment
52	Javelin of vengeance
53-54	Krakentooth

CONTINUED

d100	Magic Weapon
55-56	Lance of slaying* [DMG]
57	Lightning bow
58-59	Mace of swiftness
60	Minotaur axe
61	Necrotic bow
62	Necrotic net
63	Net of entanglement
64	Night sniper
65	Nine lives stealer [DMG]
66	Paralysing dart (1d4+1)
67-68	Phase blade
69	Rapier of mockery
70-71	Relentless rapier
72-73	Scimitar of speed [DMG]
74-75	Screamstealer
76	Sentinel pike
77	Shieldbreaker
78-79	Shortsword of invisibility
80-81	Shortsword of shiftiness
82	Spidergun
83	Staff of dazzling defence
84	Staff of meditation
85	Staff of protection +2
86	Storm whip
87	Sword of sharpness [DMG]
88-89	Thunderstar
90	Wailing maul
91-100	Roll on the DM's Magic Weapon Generator

*For arrows and lances of slaying, determine what monster they were crafted to kill on the following table.

WEAPONS OF SLAYING TABLE

d20	Monster Type
1-3	Demon
4	Devil
5-8	Dragon
9	Elf
10-12	Giant
13	Hydra
14	Kraken
15	Minotaur
16	Tarrasque
17	Troll
18-20	Undead

TABLE 3 (LEGENDARY WEAPONS)

d100	Magic Weapon
1-3	Angelmace
4-6	Blackstar
7-9	Brightstar
10-12	Death club
13-15	Defender [DMG]
16-18	Earthquaker
19-21	Energy bow
22-24	Heartstopper
25-27	Holy avenger [DMG]
28-30	Holy lance
31-33	Hunter's blade
34-36	Glaive of vengeance
37-39	Luck blade [DMG]
40-42	Maul of plane-hopping
43-45	Medusa flail
46-48	Moonsong
49-51	Oathbow [DMG]

d100 Magic Weapon

52-54	Rakish rapier
55-57	Rogue bow
58-60	Scimitar of the gin-loving genie
61-63	Screamhoarder
64-66	Selune's silver sickle
67-69	Serpent bow
70-72	Silverwind
73-75	Sir Stun-a-lot
76-78	Sonic scimitar
79-81	Staff of protection +3
82-84	Storm trident
85-87	Sword of answering [DMG]
88-90	Sword of caillard
91-93	Vampiric axe
94-96	Vorpal sword [DMG]
97-99	Wyvern's tail
100	Roll on the DM's Magic Generator with 'advantage' on each roll.



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MAGIC ARMOUR TREASURE TABLE

TABLE 4 (MAGIC ARMOUR)

d100 - Armour Type

1	Adamantine armour (breastplate) [DMG]
2	Adamantine armour (chain mail) [DMG]
3	Adamantine armour (plate) [DMG]
4	Armour of readiness (leather)
5	Armour of readiness (studded leather)
6	Armour of readiness (chain mail)
7	Armour of readiness (plate)
8	Mariner's armour (studded leather) [DMG]
9	Mariner's armour (scale mail) [DMG]
10	Mithral armour (chain mail) [DMG]
11	Mithral armour (half plate) [DMG]
12	Pirate's shirt
13	Porcupine leather
14-16	Sentinel shield [DMG]
17-19	Shield +1 [DMG]
20-22	Armour +1 (studded leather) [DMG]
23-25	Armour +1 (breastplate) [DMG]
26-28	Armour +1 (plate) [DMG]
29	Armour of resistance (studded leather) [DMG]
30	Armour of resistance (half plate) [DMG]
31	Armour of resistance (plate) [DMG]
32	Armour of vulnerability [DMG]
33-35	Arrow-catching shield [DMG]
36-38	Elven chain [DMG]
39-41	Glamoured studded leather [DMG]
42	Porcupine leather (poison variant)
43-44	Shield +2 [DMG]
45-46	Shield of missile attraction [DMG]
47-48	Animated shield [DMG]
49-50	Arcane shield
50-51	Armour +2 (leather) [DMG]
52-53	Armour +2 (studded leather) [DMG]
54-55	Armour +2 (scale mail) [DMG]
56-57	Armour +2 (breastplate) [DMG]
58-59	Armour +2 (half plate) [DMG]
60-61	Armour +2 (chain mail) [DMG]
62-63	Armour +2 (plate) [DMG]

d100 Magic Armour

64-65	Armour of absorption
66-67	Chainmail of protection
68-69	Demon armour [DMG]
70-71	Displacer hide
72-73	Dragon scale mail [DMG]
74-75	Dwarven plate [DMG]
76-77	Elven plate
78-79	Ghost plate
80-81	Lizard skin
82	Ring mail of versatility
83	Rogue suit
84	Shar's splint
85	Shield +3
86	Shield of escape
87	Shield of stunning
88	Spellguard shield
89	Spirit hide
90	Armour +3 (studded leather) [DMG]
91	Armour +3 (half plate) [DMG]
92	Armour +3 (plate) [DMG]
93	Armour of invulnerability [DMG]
94	Armour of the golden dawn
95	Efreeti chain [DMG]
96	Gorgon shield
97	Plate armour of etherealness [DMG]
98	Shield of the golden dawn
99	Tarrasque hide
100	Armour and shield of the golden dawn