# ALL THE WEAPONS

## OVER 200 MAGIC WEAPONS OF EVERY VARIETY

# ALL THE WEAPONS

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## Table of Contents

**Introduction** . . . . . 1
**Simple Weapons** . . . . . 2-17
Clubs . . . . . 2
Daggers . . . . . 3-4
Greatclubs . . . . . 4-5
Handaxes . . . . . 5-6
Javelins . . . . . 6-7
Light Hammers . . . . . 7-8
Maces . . . . . 8-9
Quarterstaffs . . . . . 9-10
Sickles . . . . . 11
Spears . . . . . 12
Light Crossbows . . . . . 13
Darts . . . . . 14
Shortbows . . . . . 15
Slings . . . . . 16
Bonus: Handwraps . . . . . 17
**Martial Weapons** . . . . . 18-43
Battleaxes . . . . . 18-19
Flails . . . . . 19-20
Glaives . . . . . 20-21
Greataxes . . . . . 21-22
Greatswords . . . . . 22-23
Halberds . . . . . 23-24
Lances . . . . . 24-25
Longswords . . . . . 25-26
Mauls . . . . . 26-27
Morningstars . . . . . 28
Pikes . . . . . 29-30
Rapiers . . . . . 30-31
Scimitars . . . . . 31-32
Shortswords . . . . . 32-33
Tridents . . . . . 33-34
War Picks . . . . . 34-35
Warhammers . . . . . 35-36
Whips . . . . . 36-37
Blowguns . . . . . 37-38
Hand Crossbows . . . . . 38-39
Heavy Crossbows . . . . . 40
Longbows . . . . . 41-42
Nets . . . . . 42-43
**Appendix: Tables** . . . . . 44
Items by Rarity . . . . . 44
Items by Category . . . . . 47
Items by Collection . . . . . 54
*Polearms* . . . . . 54
*Monk Weapons* . . . . . 55
*Roguish Weapons* . . . . . 56
*Primal Weapons* . . . . . 56
*Elemental Weapons* . . . . . 56
*Holy/Unholy Weapons* . . . . . 57
*Arcane Weapons* . . . . . 57
*Ornate Weapons* . . . . . 57
*Planar Weapons* . . . . . 57
*Weapons of War* . . . . . 57

# Introduction

Have you ever opened the *Dungeon Master's Guide* looking for interesting magic weapons, only to find swords, swords, and more swords? *All The Weapons* was born out of a desire to rectify this situation: to provide a wide array of magic weapons to match the diverse equipment of player characters in your games.

To that end, this book contains 228 new magic weapons, covering the entire simple and martial weapons tables detailed in the *Player's Handbook*, from clubs and slings to whips and nets. For each weapon type, six magic items are presented, ranging from common items with simple effects to legendary weapons of mythical power.

The book is organized in the same manner as the weapons tables themselves, in the following order: simple melee, simple ranged, martial melee, martial ranged. Within each category, the weapons are sorted by rarity.

Many of these weapons allow the wielder to cast spells, including some spells from *Xanathar's Guide to Everything*. When a spell from that book is listed, it is tagged with a superscript "XGE" to indicate this, as in the *absorb elements* [XGE] spell.

## Using The Tables

Each weapon type has a d6 table listed as sort of a miniature table of contents, but these are more of a formatting tool than tables I really expect a DM to roll randomly on. You might be well-served to roll a d4 on those tables if you want a random item of a specific type, that way the results are restricted to common, uncommon, and rare items.

The Appendix in the back of the book is dedicated entirely to random tables, featuring tables organized by rarity, by weapon category, and by different collections of weapons. Looking for a common item for your level 1s to find? Perhaps the fighter is in the market for a new polearm? Or maybe you want the goblin boss to be wielding a powerful but still simple weapon? The appendix has tables for all of these use cases and more.

## Adjusting Rarities

The rarity of magic items in fifth edition is a fickle thing. It's hard to pin down the power level of a given rarity when items like *frost brand* and *staff of the woodlands* exist. I have used my best judgment in assigning rarities to the items in this book, but as the Dungeon Master you have better knowledge of the item balance in your game than I do. If you disagree with the rarity label of an item, or you like the concept of an item but you need it in a different rarity for your game, feel free and empowered to change it.

### On the Forms of Magic Weapons

A piece of advice the *Dungeon Master's Guide* gives, but that not enough DMs take to heart, is that when you are handing out magic weapons to the players, you can easily deploy it in a different form than the default. There's nothing stopping you from handing out a *flame tongue* Halberd or an *oath crossbow*. It's a fast and easy way to free yourself from the preponderance of magical swords, even without tapping into the catalog of *All The Weapons*. A couple of the weapons in this book are transformed and modified from existing weapons, as examples of how changing from the default form of a weapon can create something new and interesting.

While the weapons in this book are all listed as being of a specific weapon type, you can still apply the same principle, allowing you to tailor the items you deploy to match your party. For instance, *the first axe* could just as easily be a battleaxe instead of a handaxe, or perhaps it's actually a macuahuitl and uses the statistics of a greatsword. Some things to keep in mind when altering these weapons in this manner:

- Since the weapons are tailored to their specific type, some of their effects may not make sense when moved to another weapon type. For instance, the *clip-fed crossbow*'s ability to ignore the loading property doesn't do anything if applied to a shortbow instead. Most of the time, it's pretty easy and intuitive to simply remove or alter these types of properties when transferring between weapon types.
- In this book in particular, I am more willing to give bigger to-hit and damage bonuses to weaker weapons, such as clubs and slings. If you transfer the properties of such weapon onto something more optimal like a greatsword, you might be warranted in scaling back the bonus now that the weapon itself is inherently stronger.

There are a few easy knobs to turn when wanting to adjust the rarity of a weapon. If the weapon has a bonus to attack and damage, or deals extra damage dice, it's simple enough to increase or reduce those bonuses as needed. Alternatively, if a weapon uses charges to activate its features, granting it more or fewer maximum charges can help tune it up or down in power. Chapter 9 of the *Dungeon Master's Guide* has more detailed guidelines on customizing items.

## Bonus Category: Handwraps

It is too often that I see the sentiment expressed: "Monks can't benefit from magic weapons like other martial characters can!" This is something I seek to help rectify with this book. Alongside the 37 types of weapons listed in the *Player's Handbook*, this book also includes a bonus category of items at the end of the Simple Weapons section: handwraps. While not weapons in the traditional sense, these items directly improve the wearer's unarmed strikes, enhancing them just like a regular magic weapon enhances other attacks.

While these items are largely aimed at monks, any character who makes unarmed strikes can appreciate them. These items will hopefully allow the brawlers and martial artists in your games to experience the same fun of finding magical loot as everyone else.

# Simple Weapons

## Clubs

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Thief's Sap | common |
| 2 | Saguaro Club | uncommon |
| 3 | Totem Club | uncommon |
| 4 | Gong Striker | rare |
| 5 | Tonfa of Speed | very rare |
| 6 | Tonfa of Exceptional Grace | legendary |

### Thief's Sap
*Weapon (club), common*

This small, straight baton is wrapped in black linen for ease of handling. This weapon has the finesse property.

### Saguaro Club
*Weapon (club), uncommon*

Covered in small spines, this club appears to have been fashioned from a sturdy cactus. The club acts as a druidic focus, and it deals an extra 1d4 piercing damage. Additionally, when you hit a creature with an opportunity attack using the club, the target's speed is halved for the rest of the turn.

The club ambiently collects moisture from its surroundings, and can act as a source of drinking water in an emergency. You can cut into the club as if it were a regular cactus. Doing so provides enough water to sustain a single creature for 2 days, or two creatures for 1 day. Once used for drinking water, the club is useless until it magically regrows in 7 days.

### Totem Club
*Weapon (club), uncommon*

This club is carved into an intricate totem. The club acts as a druidic focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While holding the club, you can cast the *enhance ability* spell. Once cast, this property of the weapon can't be used again until the next dawn.

### Gong Striker
*Weapon (club), rare*

This club appears to have once been the striker to a huge gong. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 thunder damage.

When you hit a construct or a creature wearing metal armor with the club, you can cause the target to magically resonate with noise. The target must succeed on a DC 15 Constitution saving throw or be stunned and deafened until the end of its next turn. Once you successfully stun a target this way, this property of the club can't be used again until the next dawn.

### Tonfa of Speed
*Weapon (club), very rare (requires attunement)*

This tonfa is made of a lightweight metal, and attacks made using it are magically accelerated towards their target. This weapon has the finesse property. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Once per turn when you use an action or bonus action to attack using the tonfa, you can make one additional attack with it as part of that action.

### Tonfa of Exceptional Grace
*Weapon (club), legendary (requires attunement)*

The Tonfas of Exceptional Grace are a pair of masterwork weapons passed down through generations of monks. Wielding them bestows the user with unearthly poise and an awesome beauty. This weapon has the finesse property. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d4 bludgeoning damage. The pair of tonfas count as a single magic item with regards to the number of magic items you can attune to.

While attuned to either of the tonfas, you can't be charmed, knocked prone, paralyzed, or stunned, and you have advantage on Charisma checks and saving throws. You can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

While wielding both of the tonfas, any creature who targets you with an attack or a harmful spell must first make a DC 17 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. On a successful save, the attacker is immune to this effect for 1 minute.

Tonfas of Exceptional Grace

# Daggers

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Trick Dagger | common |
| 2 | Chef's Dagger | uncommon |
| 3 | Shadow Dagger | rare |
| 4 | Blink Dagger | very rare |
| 5 | Last Gasp | very rare |
| 6 | Devil Dagger | legendary |

## Trick Dagger

*Weapon (dagger), common*

After you throw this dagger and it hits or misses, it magically disappears, reappearing on your person at the end of your turn. You can choose for the dagger to appear in your hand or in an appropriate sheathe or bandolier that you are wearing.

## Chef's Dagger

*Weapon (dagger), uncommon*

This dagger is forged in the shape of a chopping knife, cutting equally well through food and foe. While holding the dagger you have advantage on Intelligence checks to determine whether a plant or creature is edible, and to determine how tasty it might be. Any food you cut with the knife, including the flesh of slain creatures, is purified and rendered free of poison and disease.

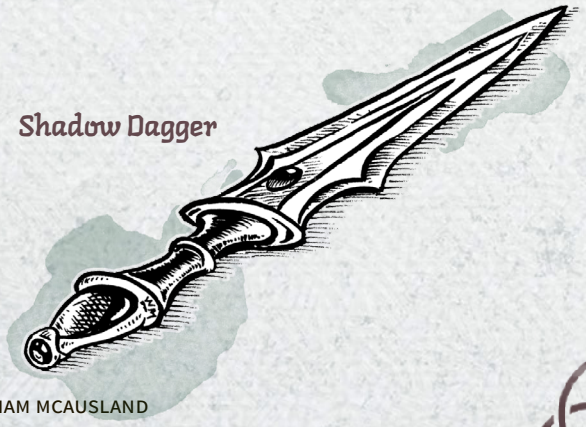
When you hit a creature that with the dagger, you can choose to deal slashing damage instead of piercing. If you do so, the target takes an additional 1d4 slashing damage if you have determined it to be both edible and tasty, and the target isn't a construct or an undead.

## Shadow Dagger

*Weapon (dagger), rare*

This dagger is made of black metal which seems to meld into the shadows around it. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with the dagger, the attack deals an extra 1d6 necrotic damage if you or the target are in darkness. This damage is increased to 1d10 if both you and the target are in darkness.

Additionally, if you miss an attack with the dagger while hidden from a target, making the attack doesn't reveal your position.



Shadow Dagger

## Blink Dagger

*Weapon (dagger), very rare*

A fabled dagger used by the fastest assassins ever to walk the lands. While holding the dagger, you can cast the *misty step* spell at will. You can't cast the spell using the dagger if you have taken damage since the end of your last turn, or if you already cast the spell on your previous turn.

## Last Gasp

*Weapon (dagger), very rare*

The final weapon held by many a desperate criminal, refugee, and soldier, this worn dagger grows in power as its wielder becomes more exhausted. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you have any levels of exhaustion, the dagger gains additional effects while you are holding it, based on your level of exhaustion. The dagger gains the effect of your current level of exhaustion as well as all lower levels:

| Level | Effect |
|---|---|
| 1 | You can't be charmed or frightened. You have advantage on Dexterity checks to escape grapples and restraints. |
| 2 | You don't provoke opportunity attacks when you move out of an enemy's reach. |
| 3 | When you take the Attack action and attack with the dagger, you can make two additional attacks with it as part of the action. |
| 4 | The dagger's bonus to attack and damage rolls increases to +4. |
| 5 | If you are reduced to 0 hitpoints and don't die outright, you can make a DC 10 Constitution saving throw. On a success, you drop to 1 hitpoint instead. |
| 6 | You are dead. You drop the dagger. |

You only gain benefit from the dagger while wielding it. If you stow it, are disarmed of it, or otherwise drop the dagger, you immediately lose all effects of the dagger.

***Cursed.*** The dagger's handle is permanently stained with the mortal blood of its past wielders. To use Last Gasp is to be without hope and without future. If you are reduced to 0 hitpoints while holding the dagger, you die (unless you succeeded on the dagger's Constitution saving throw).

## Devil Dagger

*Weapon (dagger), legendary (requires attunement)*

A blade forged in the fires of hell to serve as a reward for the most loyal servants of a pit fiend. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 3d4 fire damage. While holding the dagger, you are immune to fire damage, have resistance to damage from celestials and demons, and your movement speed is doubled.

Any hit you score against a celestial or demon using the dagger is a critical hit.

While attuned to the dagger, you can cast the *infernal calling* XGE spell without components, and the devil becomes friendly to you upon its arrival. Once cast, this property of the weapon can't be used again until the next dawn.

***Cursed.*** The devil dagger confers great power upon its wielder, but hell always exacts its price. If you are reduced to 0 hitpoints while attuned to the dagger, you die, and your soul is immediately siphoned into the clutches of a powerful devil of the DM's choice. You cannot be restored to life until the devil is slain, except by the power of a *wish* spell.

## Greatclubs

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Great Wallop | uncommon |
| 2 | Bandit's Kanabo | uncommon |
| 3 | Greater Totem Club | rare |
| 4 | Ogre Magi's Wand | rare |
| 5 | Iron Bar of Warding | very rare |
| 6 | Pillar of the Earth | legendary |

### Great Wallop

*Weapon (greatclub), uncommon*

This hefty greatclub packs a punch. This weapon has the Heavy property. Once per turn when you hit a creature with the weapon, the target must succeed on a DC 13 Strength saving throw or take an additional 1d4 bludgeoning damage and be knocked prone.

### Bandit's Kanabo

*Weapon (greatclub), uncommon*

This two-handed club is studded with blunt iron pegs. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you hit a prone creature with the club, the target takes an additional 1d8 bludgeoning damage.

### Greater Totem Club

*Weapon (greatclub), rare*

The entire length of this greatclub is carved into a totem, bearing elaborate depictions of different animals. The club acts as a druidic focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The club has 3 charges, and regains 1d4-1 charges daily at dawn. While holding the club, you can spend 1 charge to cast one of the following spells (DC 15): *earth tremor* XGE, *enhance ability*, *speak with animals*, or *thunderwave*.

### Ogre Magi's Wand

*Weapon (greatclub), rare (requires attunement by a spellcaster)*

Fashioned from two intertwined tree branches, this greatclub has been shaped into a crude wand, fit for a larger creature. The club acts as an arcane focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you cast a spell while holding the club, you can make one attack with it as a bonus action.

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can give one target of the spell disadvantage on its saving throw, as long as the target is smaller than you. Once used, this property of the weapon can't be used again until the next dawn.

### Iron Bar of Warding

*Weapon (greatclub), very rare*

This long club is made of black iron inscribed with arcane runes. The club has the Heavy property and acts as an arcane focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d8 force damage.

The club has 3 charges, and regains 1d4-1 charges daily at dawn. While holding the club you can spend 1 charge to cast the *shield* spell, or 3 charges to cast the *counterspell* spell.

Great Wallop

### Pillar of the Earth

*Weapon (greatclub), legendary (requires attunement by a creature with Strength 23 or higher)*

Hewn from primordial granite, this immense pillar is imbued with the power of elemental earth. Ancient brass handholds allow it to be wielded, but only by the strongest of creatures. The club has the Heavy property, and acts as a druidic focus. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d6 bludgeoning damage.

Once per turn when you hit a creature with the club, they must succeed on a DC 18 Strength saving throw or be knocked prone and stunned until the end of their next turn.

The club has 12 charges, and regains 1d8 charges daily at dawn. While holding the club you can spend charges to cast the following spells (DC 18): *earth tremor* XGE (1 charge), *earthen grasp* XGE (2 charges), *erupting earth* XGE (3 charges), *stone shape* (4 charges), *wall of stone* (6 charges), *bones of the earth* XGE (8 charges), *earthquake* (10 charges).

As an action while holding the club you can spend 6 charges to raise a wall of magical stone in a line 5 feet wide and 40 feet long. The wall is 10 feet high and immune to all damage, crumbling into dust after 1 minute. Each hostile creature within 5 feet of the wall when it appears must succeed on a DC 18 Constitution saving throw or be stunned until the end of their next turn.

As an action you can spend 8 charges to slam the club into the ground and cause an echoing quake through the ground in a 20-foot radius around you. Each hostile creature touching the ground in the radius must make a DC 18 Constitution saving throw, taking 4d12 thunder damage on a failed save, or half as much damage on a successful one. The damage is increased by 1d12 per creature that fails the saving throw.

## Handaxes

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Pathfinder's Tomahawk | common |
| 2 | Woodsman's Hatchet | common |
| 3 | Hawk Axe | uncommon |
| 4 | Berserking Axe | rare |
| 5 | Booming Axe | very rare |
| 6 | The First Axe | legendary |

### Pathfinder's Tomahawk

*Weapon (handaxe), common (requires attunement)*

This slender axe is light in the hand, and ornamented with a set of colorful feathers. This weapon has the finesse property. If the axe is within 30 feet of you, you can magically recall it to your hand as a bonus action.

### Woodsman's Hatchet

*Weapon (handaxe), common*

This wedge-shaped axe is ideal for clearing brush and wood, as well as any pesky plant creatures that may impede you. Any hit you score against a plant using the axe is a critical hit. The axe also acts as a druidic focus.

### Hawk Axe

*Weapon (handaxe), uncommon*

Decorated with the imagery of a screaming hawk, this lightweight axe seems to soar through the air unto its targets. This weapon has the finesse property. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the axe.

You can cast the *hunter's mark* spell while holding the axe. Once cast, this property of the weapon can't be used again until the next dawn.

### Berserking Axe

*Weapon (handaxe), rare*

The head and handle of this axe are permanently stained with blood. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature with a ranged attack using this weapon, it must succeed on a DC 15 Wisdom saving throw or go berserk for 1 minute. While berserk, the target must use its action each round to attack the creature nearest to it. If it can make extra attacks as part of the Attack or Multiattack action, it uses those extra attacks, moving to attack the next nearest creature after it fells its current target. If it has multiple possible targets, it attacks one at random. A berserk target repeats the saving throw at the end of each of its turns, ending the effect on a success. A creature that can't be charmed is immune to this effect.

### Booming Axe

*Weapon (handaxe), very rare*

This handaxe has a sharp, aerodynamic shape, and resonates with sound when swung. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 thunder damage. Attacking at long range doesn't impose disadvantage on your ranged attack rolls with the axe.

When you throw the axe, you can speak its command word to cause it to accelerate with a sonic boom, forming a line 5 feet wide that extends out from you to a target within range. Each creature in the line excluding you and the target must make a DC 16 Constitution saving throw, taking 5d6 thunder damage on a failed save, and half as much damage on a successful one. If the axe hits the target, it also takes an additional 5d6 thunder damage. Once used, this property of the weapon can't be used again until the next dawn.

The First Axe

## The First Axe

*Weapon (handaxe), legendary*

Fabled to be the first axe ever shaped by humanoid hands, the blade of this handaxe is carved from black obsidian. Passed down through the aeons, it has become a conduit of primal magic. The axe acts as a druidic focus. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d6 slashing damage.

The axe has 7 charges, regaining 1d6 charges daily at dawn. When you hit a beast or monstrosity with the axe, you can spend 1 charge to turn that hit into a critical hit. If the target is a dinosaur, it also takes maximum damage from the attack.

While holding the axe, you can cast the *druidcraft* and *speak with animals* spells at-will.

When you are hit with a metal weapon while holding the axe, you can spend 2 charges as a reaction to strike the offending weapon with the axe. If the metal weapon is nonmagical, it is shattered and destroyed. If you hit a creature wearing nonmagical metal armor with the axe, you can spend 3 charges to sunder the target's armor, destroying it and scattering it into pieces.

***Cursed.*** The First Axe predates and abhors metalworking. If you hold the axe while wearing metal armor or while holding another object or weapon made of metal, the axe turns against you. You must make a DC 20 Dexterity saving throw. On a failed save, the axe leaps from your hand and destroys the metal object, weapon, or armor, unless it is magical. On a successful save, you drop the axe.

# Javelins

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Walloping Javelin | common |
| 2 | Whaler's Harpoon | uncommon |
| 3 | Throwing Torch | uncommon |
| 4 | Immovable Javelin | rare |
| 5 | Hero's Triumph | very rare |
| 6 | Assegai of the Bull | legendary |

## Walloping Javelin

*Weapon (javelin), common*

The head of this javelin is made of dense lead. When you hit a creature with a ranged attack using the javelin, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## Whaler's Harpoon

*Weapon (javelin), uncommon*

This barbed javelin is connected to a length of chain. When you hit a creature with a ranged attack using it, you can choose for the javelin to stick into the target. While stuck in a target, you can use a bonus action to retract the chain and attempt to pull the target towards yourself. The target must succeed on a DC 14 Strength saving throw or be pulled up to 60 feet towards you. The target has advantage on its saving throw if it is larger than you. On a successful save, the javelin merely returns to your hand.

## Throwing Torch

*Weapon (javelin), uncommon*

The head of this javelin glows and burns like a torch. While holding the javelin, you can ignite or extinguish it by speaking its command word. While ignited, the javelin deals an extra 1d4 fire damage, and emits bright light in a 20-foot radius and dim light for an additional 20 feet.

Whaler's Harpoon

### Immovable Javelin
*Weapon (javelin), rare*

The haft of this javelin is a modified *immovable rod*. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with a ranged attack using it, you can cause the javelin to become magically stuck into the target and fixed in place. Until the javelin is removed or the creature is reduced to 0 hitpoints, the javelin doesn't move, even defying gravity, reducing the target's speed to 0. A creature can make a DC 25 Strength check as an action, removing the javelin and causing it to become unstuck on a success.

### Hero's Triumph
*Weapon (javelin), very rare*

Affixed with fluttering banners, the sight of this javelin overhead is a sure sign of victory for its thrower. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 piercing damage. Attacks with the javelin score a critical hit on a roll of 19 or 20.

If you hit a creature with the javelin, your next attack against that creature on this turn has advantage and scores a critical hit on a roll of 17-20.

When you roll initiative while holding the javelin, you can gain a +5 bonus to your initiative roll.

### Assegai of the Bull
*Weapon (javelin), legendary (requires attunement)*

The personal throwing weapon of a great warlord, this long javelin has bathed in the blood of hundreds of foes. All but the most stalwart break before the might of its wielder. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 piercing damage. While attuned to the javelin, your speed increases by 10 feet.

If you hit a creature that has less than 20 hitpoints with the javelin, it drops to 0 hitpoints and dies.

When you hit a creature with a ranged attack using the javelin, you can use your reaction to move up to your speed towards the target and take the Attack action. If you reduce the target to 0 hitpoints on the same turn, you gain temporary hitpoints equal to your level.

When you score a critical hit against a creature, the target becomes frightened of you until the end of your next turn. When you reduce a creature to 0 hitpoints with the javelin or score a critical hit with it, each creature within 15 feet of the target must succeed on a DC 17 Wisdom saving throw or become frightened of you until the end of your next turn.

## Light Hammers

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Hammer Light | common |
| 2 | Hammer of Equality | common |
| 3 | Demolition Hammer | uncommon |
| 4 | Glowforge Hammer | uncommon |
| 5 | Dwarven Arrow | rare |
| 6 | Gavel of Storms | legendary |

### Hammer Light
*Weapon (light hammer), common*

The head of this hammer is made of translucent crystal, and has a small button embedded in the handle. Pressing the button allows you to switch the hammer between three modes: off, dim, and bright. While dimmed, the hammer sheds dim light in a 20-foot radius. While brightened, the hammer sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

### Hammer of Equality
*Weapon (light hammer), common*

When you make an attack roll using this hammer, you forgo rolling the d20, and instead get a 10 on the die. If you hit a Noble with the hammer, the target takes an additional 1d8 bludgeoning damage.

### Demolition Hammer
*Weapon (light hammer), uncommon*

This hammer appears to have been reforged from broken pieces. While holding this hammer you can speak its command word to prime it for detonation. If you hit a creature or object on the same turn, the head of the hammer explodes in a 5-foot radius from where it hit. Each creature in the radius must make a DC 14 Dexterity saving throw, falling prone and taking 2d8 thunder damage and 2d8 fire damage on a failed save, or taking half as much damage on a successful one. Objects in the radius take 24 thunder damage. Once detonated, the hammer is destroyed and scattered into nonmagical shards of molten metal.

### Glowforge Hammer
*Weapon (light hammer), uncommon*

The head of this forging hammer is persistently red hot. The hammer deals an extra 1d4 fire damage.

When you hit a creature with the hammer, you can immediately cast the *heat metal* spell (DC 13) targeting an object it's holding or wearing. For the spell's duration, the hammer's head goes cold, and the weapon does not deal its extra fire damage. Once cast, this property of the weapon can't be used again until the next dawn.

Dwarven Arrow

## Dwarven Arrow

*Weapon (light hammer), rare*

The head of this hammer is flanked by a pair of metal wings, allowing it to fly through the air of its own accord. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the hammer.

Once per turn when you miss a ranged attack using the hammer, you can reroll the attack roll against a different target within 30 feet of the original target.

As a bonus action while wielding the hammer, you can fly up to 15 feet without provoking opportunity attacks. You fall at the end of this movement.

## Gavel of Storms

*Weapon (light hammer), legendary (requires attunement)*

This small hammer was expertly crafted by storm giants, and imbued with their tempestuous magic. It was once used by a goliath lawbringer to exact judgment on evildoers. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d4 thunder damage. While attuned to the hammer, you have resistance to lightning and thunder damage.

If the hammer is within 120 feet of you, you can recall it to your hand as a bonus action. When it returns to your hand, you can immediately make one melee attack using it.

The hammer has 6 charges, regaining 1d4 charges daily at dawn. If you take more than 20 lightning damage at once while holding the hammer, it regains 2 charges.

When you throw the hammer, you can spend 1 charge to cause it to transform into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 17 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a hammer when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the hammer plus 4d6 lightning damage.

As an action, you can spend up to 4 charges and choose that many creatures within 30 feet of you. The hammer leaps into the air and bounces between each target. Make a ranged weapon attack with the hammer against each creature. On a hit, the target takes the hammer's normal damage and must succeed on a DC 17 Strength saving throw or be knocked prone. The hammer returns to your hand at the end of this flight.

# Maces

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Cleric's Cudgel | common |
| 2 | Windmace | uncommon |
| 3 | Mace of the War Mage | rare |
| 4 | Glassbreaker | rare |
| 5 | Prince's Virge | very rare |
| 6 | Corona | legendary |

## Cleric's Cudgel

*Weapon (mace), common*

This worn mace is carved with religious scripture. The mace acts as a holy symbol. If there is an undead within 30 feet, the scripture on the mace begins to softly glow.

## Windmace

*Weapon (mace), uncommon*

The twisted head of this mace channels strong gusts of air through its flanges. This weapon has the finesse property, and while holding it, you can cast the *gust* [XGE] cantrip (DC 14).

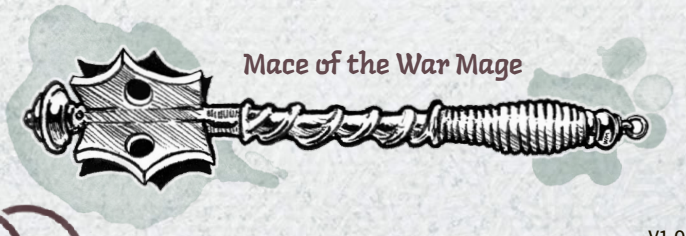
Once per turn when you hit a creature with the mace, you can attempt to push them with a blast of air. The target must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet away from you.

## Mace of the War Mage

*Weapon (mace), rare (requires attunement by a spellcaster)*

Half wand, half mace, this weapon acts as an arcane focus. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and while holding it, you gain a +1 bonus to spell attack rolls.

When you cast a spell that requires a melee spell attack while wielding the mace, you can make one attack with it as a bonus action.



Mace of the War Mage

### Glassbreaker
*Weapon (mace), rare*

Created by a cunning thieve's guild to aid in smash-and-grab jobs, this mace makes very little sound when used. This weapon has the finesse property. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you miss an attack with the mace while hidden from a target, making the attack doesn't reveal your position.

While holding the mace you can speak its command word and cause it to emanate a magical aura of silence within 20 feet of it for 1 minute, silencing all sounds within. Any creature or object entirely inside the radius is immune to thunder damage, but can still hear sounds originating from outside the radius. Once used, this property of the weapon can't be used again until the next dawn.

### Prince's Virge
*Weapon (mace), very rare (requires attunement)*

This gem-encrusted silver mace was gifted to a wealthy prince, who never used it himself. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the mace you have advantage on saving throws to avoid being charmed or frightened.

Once per turn when you hit a creature using the mace you gain temporary hitpoints equal to half the damage dealt.

The mace has 5 charges, and regains 1d4 charges daily at dawn.

When you are targeted with an attack or a harmful spell, you can spend 1 charge as a reaction to force the attacker to make a DC 16 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

While holding the mace you can spend 1 charge to cast the *command* spell (DC 16) as a bonus action.

### Corona
*Weapon (mace), legendary (requires attunement by a Cleric or Paladin)*

The head of this mace is a smooth golden sphere that pulses with barely constrained sunlight. A fabled weapon of solar champions, Corona can bathe even the deepest darkness in heavenly light.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d8 radiant damage. While attuned to the mace, you are immune to radiant damage and can't be blinded, and you can cast the *light* and *dancing lights* cantrips (DC 20).

The mace constantly glows with brilliant sunlight, shedding bright light in a 120-foot radius and dim light for an additional 120 feet. If this bright light overlaps with an area of darkness created by a spell, the spell that created the darkness is dispelled.

While attuned to the mace, when you cast a spell that creates light, you can choose to double the radius of the light created, both dim and bright.

Any hit you score using the mace against a creature sensitive to light or sunlight, such as a drow or vampire, is a critical hit.

The mace has 6 charges, and regains all expended charges daily at dawn. While holding the mace you can cast the following spells (DC 20): *daylight* (1 charge), *dawn* XGE (3 charges), *sunbeam* (3 charges), *sunburst* (4 charges).

## Quarterstaffs

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Knockstaff | common |
| 2 | Staff of the Otter | uncommon |
| 3 | Airglider Staff | uncommon |
| 4 | Protector's Staff | rare |
| 5 | Staff of the Swan | very rare |
| 6 | Ruyi Jingu Bang | legendary |

### Knockstaff
*Weapon (quarterstaff), common*

The handle of this quarterstaff is wrapped in white fabric. Once per turn when you hit a creature with an attack with this quarterstaff while wielding it in two hands, the target must succeed on a DC 12 Strength saving throw or be pushed up to 5 feet away from you.

### Staff of the Otter
*Weapon (quarterstaff), uncommon (requires attunement)*

Made of driftwood, this quarterstaff is carved with an intricate pattern of flowing water down its length. While attuned to the staff, you gain a swimming speed of 30 feet, and can cast the *shape water* XGE cantrip.

When you make an attack on your turn using the quarterstaff, you can conjure a surge of water from the end of the staff, increasing the reach of the attack by 5 feet.

### Airglider Staff
*Weapon (quarterstaff), uncommon*

This staff has a set of folded orange paper wings that can quickly form into a small glider. You can unfold or fold the wings as a bonus action while holding the staff.

While unfolded, you can use half your movement to get on the glider and push off into the air, flying 10 feet without provoking opportunity attacks. If you have a running start of 15 feet or more, you can fly twice as far. You fall at the end of this movement.

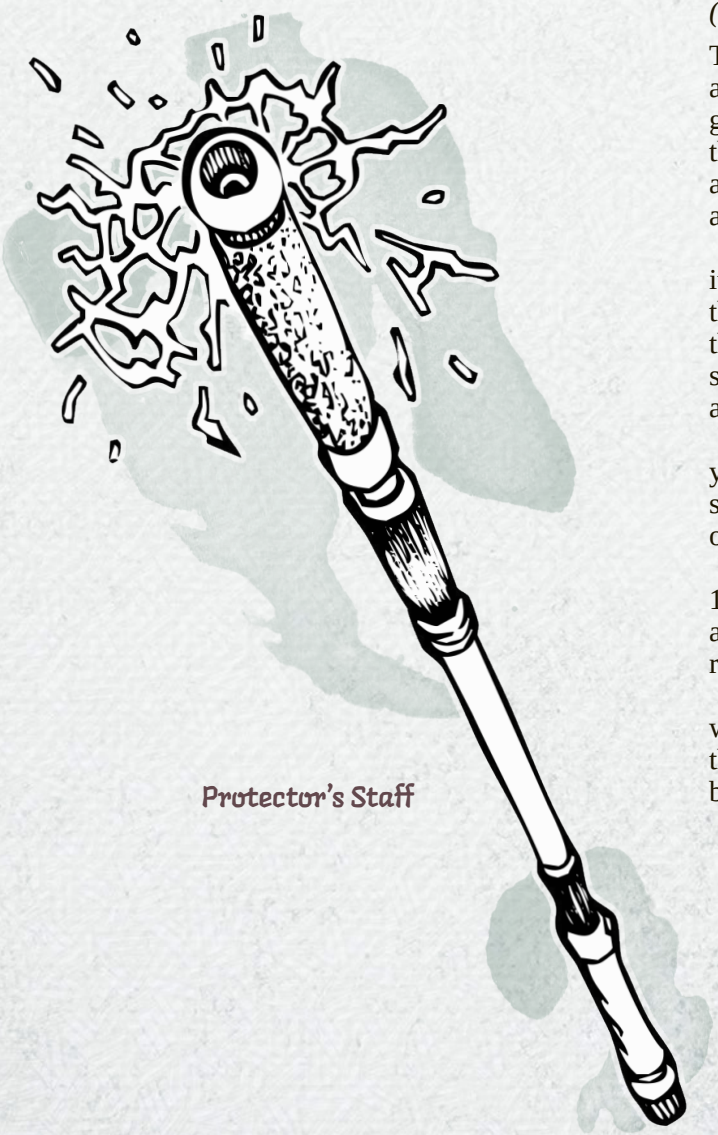
When you fall while holding the staff, you can use your reaction to quickly unfold and get on the glider. While falling in the glider, your rate of descent slows to 60 feet per round, and you can glide 5 feet horizontally for every 5 feet you fall. When you land, you take no falling damage and land on your feet.

## Protector's Staff

*Weapon (quarterstaff), rare*

This staff was once used to guard the door of a prince's chambers during a coup. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the quarterstaff, you have advantage on ability checks and saving throws made to resist being moved against your will.

While holding the weapon, you can use a bonus action to magically designate the space within 5 feet of you as under your protection. Hostile creatures must use their entire movement to enter the space, and the area is difficult terrain to them. When a hostile creature enters the area, you can make a single attack against them with the quarterstaff, without using your reaction. If this attack hits, you can push the creature 5 feet away from you. If you move or are forced to move, the effect ends. Once you put an area under your protection using the quarterstaff, you can't do so again until the next dawn.



Protector's Staff

## Staff of the Swan

*Weapon (quarterstaff), very rare (requires attunement by a Monk)*

The length of this quarterstaff is painted with colorful images of swans in flight. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you use your Flurry of Blows feature, you can make two attacks with this quarterstaff instead of unarmed strikes.

When you score a critical hit with the staff, a swirl of feathers envelopes you, and you immediately take the Dash, Disengage, and Dodge actions all at once.

The staff has 6 charges, and regains 1d4 charges daily at dawn. As a bonus action you can spend 1 charge and gain a flying speed of 60 feet until the end of your turn. If you end your turn in the air, you fall.

When you are hit with a melee attack while wielding the staff, you can spend 1 charge as a reaction to make a melee attack against the attacker. If this attack hits, it deals an extra 1d8 piercing damage.

## Ruyi Jingu Bang

*Weapon (quarterstaff), legendary (requires attunement)*

The legendary weapon of Sun Wukong, this staff is an iron rod banded with a gold ring on each end. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you take the Attack action and attack with the quarterstaff, you can make one additional attack with it as a bonus action.

The staff weighs 17,550 lbs, but feels weightless to its wielder. Whenever you hit an object with the staff, the hit is a critical hit. When you hit a creature with the staff, the target must succeed on a DC 23 Strength saving throw or be pushed 10 feet away from you and fall prone.

While holding the staff, you can change its size to your desire as an action, able to shrink it down to the size of a needle or to extend it to up to 120 feet long, or anywhere in between.

Your reach with the quarterstaff is increased by 15 feet, and other creatures provoke an opportunity attack from you when they move while within the reach you have with the weapon.

As an action, you can make a single melee attack with the weapon with a reach of 120 feet, extending the staff to hit your target, and retracting the staff back to you after making the attack.

## Sickles

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Sickle of Equality | common |
| 2 | Reaping Sickle | uncommon |
| 3 | Scorpion's Sting | uncommon |
| 4 | Paper Kama | rare |
| 5 | Umber Mandible | very rare |
| 6 | Harbinger | legendary |

### Sickle of Equality

*Weapon (sickle), common*

When you make an attack roll using this sickle, you forgo rolling the d20, and instead get a 10 on the die. If you hit a Noble with the sickle, the target takes an additional 1d8 slashing damage.

### Reaping Sickle

*Weapon (sickle), uncommon*

This sickle is elongated and designed to cut through swathes of plants and foes alike. The sickle's damage die is a d6.

As an action while holding the sickle, you can sweep it around you, cleaving through all creatures within 5 feet of you. Each target must make a DC 13 Dexterity saving throw, taking 1d8 slashing damage on a failed save, or half as much damage on a successful one. Plants take the maximum amount of damage on a failed saving throw. Also, any nonmagical difficult terrain caused by plants, such as brambles or tall grass, is cleared within the radius.

### Scorpion's Sting

*Weapon (sickle), uncommon*

This kama is stylized into the stinger of a scorpion. This weapon has the finesse property, and deals an extra 1d4 poison damage. Once per turn when you hit a creature using the weapon, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Paper Kama

### Paper Kama

*Weapon (sickle), rare*

This kama is made of folded paper written with poetry, magically made as strong and sharp as steel. This weapon has the finesse property. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As a bonus action while holding the kama, you can fold it as if it were made of regular paper, causing it to transform into one of the following shapes of your choice:

***Kama.*** The weapon deals an extra 1d4 slashing damage.

***Whip.*** The weapon has the reach property.

***Fan.*** You gain a +1 bonus to AC while wielding the weapon.

***Scroll.*** The weapon folds into a simple paper scroll of poetry, useless as a weapon. While in this form, the weapon appears nonmagical, even to spells such as *detect magic*.

### Umber Mandible

*Weapon (sickle), very rare*

Fashioned from the mandible of an umber hulk, this jagged sickle retains some of that creature's power. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d4 slashing damage.

The sickle has 2 charges, regaining 1 charge daily at dawn. While holding the sickle, you can spend 1 charge to cast the *confusion* spell (DC 16).

### Harbinger

*Weapon (sickle), legendary (requires attunement)*

Forged by a scion of Orcus to reap the living, this one-handed scythe is made of black metal that smolders with necrotic energy. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d8 necrotic damage. While attuned to the scythe, you are immune to necrotic and poison damage.

When you hit a living creature with the scythe, you regain hitpoints equal to the necrotic damage dealt. When you reduce a humanoid to 0 hitpoints using the scythe, it dies, and reanimates as a zombie under your control at the start of your next turn.

While holding the scythe, friendly undead within 30 feet of you have advantage on saving throws against any effect that turns undead, and are immune to radiant damage.

The scythe has 5 charges, regaining all expended charges nightly at midnight. While holding the scythe you can cast the following spells (DC 22): *animate dead* (1 charge), *blight* (2 charges), *create undead* (3 charges), *horrid wilting* [XGE] (4 charges)

As a bonus action you can spend 1 charge and cast the *dominate person* spell (DC 22). For the spell's duration, the targeted creature has resistance to all damage and deals an extra 2d8 necrotic damage with its weapon attacks.

## Spears

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Long Spear | common |
| 2 | Polar Spear | uncommon |
| 3 | Exorcist's Stake | rare |
| 4 | Griffon Spear | rare |
| 5 | Hoplite's Doru | very rare |
| 6 | Gungnir | legendary |

### Long Spear
*Weapon (spear), common*

This spear is somewhat longer than normal, and magically balanced to still be usable in one hand. This weapon has the reach property.

### Polar Spear
*Weapon (spear), uncommon*

The head of this spear is a large tooth, and the haft is wrapped in white hide. This magic weapon deals an extra 1d4 cold damage.

When you hit a creature with the spear, you can cause ice to spread across the target's body. The creature takes an additional 1d8 cold damage, and its speed is reduced to 0 until the end of its next turn. Once used, this property of the weapon can't be used again until the next dawn.

### Exorcist's Stake
*Weapon (spear), rare*

This silver spear is a simple yet effective tool for combating supernatural threats. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The spear acts as a holy symbol, and glows blue when within 30 feet of a shapechanger or an undead.

When you hit a shapechanger or an undead with the spear, it must succeed on a DC 15 Charisma saving throw or have its speed reduced to 0. If the target fails this save by 5 or more, it suffers an additional effect. A shapechanger reverts to its true form and can't assume a different form for 1 minute. An undead can't use its Incorporeal Movement feature or enter the Ethereal Plane for 1 minute.

### Griffon Spear
*Weapon (spear), rare*

This spear is decorated with a number of griffon feathers, each indicating a successful hunt. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the spear.

If you hit a creature that has a flying speed with the spear, it must succeed on a DC 16 Strength saving throw or fall prone and have its flying speed reduced to 0 until the end of its next turn. Griffons have disadvantage on the saving throw.

### Hoplite's Doru
*Weapon (spear), very rare*

This ancient bronze spear has seen countless battles, bringing victory to many wielders. This weapon has the reach property. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 piercing damage when wielded in one hand. Attacks with the spear score a critical hit on a roll of 19 or 20.

When you score a critical hit using the spear, you gain temporary hitpoints equal to your level.

If you wield the spear while wearing a shield, the two magically harmonize and improve your fighting stance. Other creatures provoke an opportunity attack when they enter your reach, and when you hit a creature with an opportunity attack, the target's speed becomes 0 for the rest of the turn.

### Gungnir
*Weapon (spear), legendary (requires attunement)*

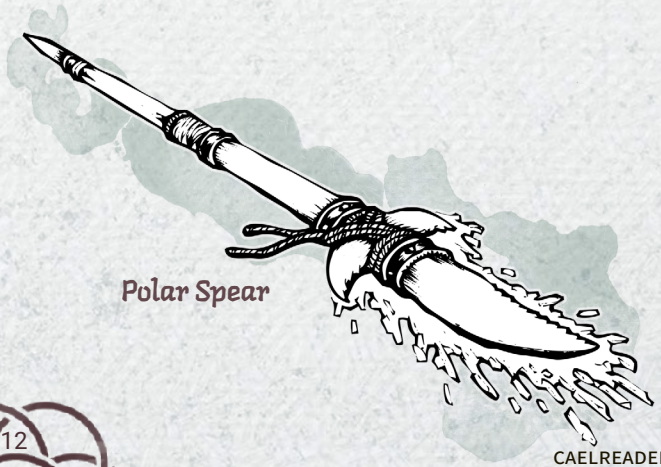
The mythical spear of Odin, forged in Niðavellir at the dawn of time. Its haft was crafted from the world-tree Yggdrasil, and inscribed with ancient runes of power. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the spear, and its range is doubled.

You gain a +4 bonus to attack and damage rolls made with this magic weapon. Once per turn when you miss an attack using the spear, you can choose to hit instead.

As a bonus action while holding the spear, you can shroud it in an illusion that makes it appear as a simple reed to all but the bearer. This illusion persists until you let go of the spear or make an attack with it.

When a creature misses you with an attack using a melee weapon, you can use your reaction to strike the weapon with the haft of gungir, causing the attacker's weapon to shatter into useless pieces, unless it is a magical or natural weapon. Once used, this property of the weapon can't be used again until the next dawn.

***Cursed.*** In the hands of a mortal, Gungnir is fickle and restless, with no patience for failure. If you are reduced to 0 hitpoints while attuned to the spear, it immediately vanishes and returns to Ysgard, to await a more worthy champion.


Polar Spear

# Light Crossbows

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Folding Crossbow | common |
| 2 | Muffled Crossbow | uncommon |
| 3 | Shotbow | rare |
| 4 | Ricocheting Crossbow | rare |
| 5 | Fusorbow | very rare |
| 6 | Vampire's End | legendary |

## Folding Crossbow
*Weapon (light crossbow), common*

This gnomish crossbow can be folded or unfolded as an action. When folded, the arms hinge down into the body, and the whole assembly becomes small enough to fit into a scroll case.

## Muffled Crossbow
*Weapon (light crossbow), uncommon*

This black crossbow has a comfortable grip lined with felt. The crossbow makes no noise in its operation, and if you miss an attack with the crossbow while hidden from a target, making the attack doesn't reveal your position.

When you hit a creature with the crossbow, you can choose for the bolt to instantly vanish into smoke and cast the *silence* spell centered on the target, which lasts for 1 minute (no concentration required). Once used, this property of the weapon can't be used again until the next dawn.

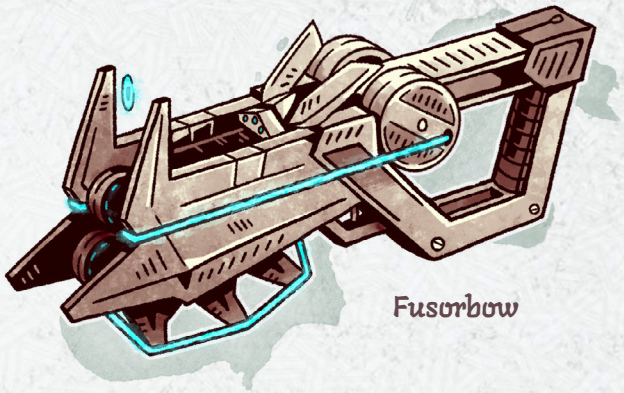
## Shotbow
*Weapon (light crossbow), rare*

This unassuming crossbow can unleash entire volleys at once. The crossbow has 3 charges, regaining 1 expended charge daily at dawn. As an action you can spend 1 charge to unleash a spray of bolts in a 20-foot cone emanating from you. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 3d8 piercing damage on a failed save, or half as much damage on a successful one.

## Ricocheting Crossbow
*Weapon (light crossbow), rare*

Bolts loosed from this crossbow are able to ricochet off walls and around corners into their intended targets. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As an action, you can loose a bolt from the crossbow at a surface or object within 60 feet of you. The bolt ricochets and careens into a target of your choice within 30 feet of the impact point, even if you can't see it directly. The target must succeed on a DC 15 Dexterity saving throw or take 1d8+1 piercing damage.




## Fusorbow
*Weapon (light crossbow), very rare*

A bulky metal construct, this crossbow uses threads of magical energy to propel bolts rather than traditional bowstrings. Bolts fired from it spin through the air with high speed and accuracy. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the crossbow.

The fusorbow is particularly designed for mid-air combat. If you hit a flying creature with the crossbow, the attack deals an extra 2d8 force damage. While flying, you have disadvantage on attack rolls made using the crossbow, but if you hit another flying creature with it, the attack is a critical hit.

If you miss an attack with the crossbow against a target touching the ground, the bolt explodes in a burst of blue energy which deals 1d6 force damage to the target.

## Vampire's End
*Weapon (light crossbow), legendary*

This silver crossbow is marked with holy scripture made to banish foul creatures from the world. Many vampires have met their final fate at the end of its bolts. The crossbow acts as a holy symbol, and all bolts loosed from it count as silvered. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When within 120 feet of a fiend, shapechanger, or undead, the crossbow glows with sunlight, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

Once per turn when you hit a fiend, shapechanger, or undead with an attack using the crossbow, it takes an additional 3d8 radiant damage and must succeed on a DC 20 Charisma saving throw or be stunned until the end of its next turn.

As an action you can loose a bolt from the crossbow at a surface or object within 120 feet of you. The bolt sticks into the point, and sheds bright light in a 60-foot radius and dim light for an additional 60 feet. This light is sunlight, and persists until the end of your next turn.

Bouncing Shurikens

## Darts

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Smoke Dart | common |
| 2 | Tracking Dart | uncommon |
| 3 | Dart of Returning | uncommon |
| 4 | Bouncing Shuriken | rare |
| 5 | Ethereal Dart | very rare |
| 6 | Throwing Star | legendary |

### Smoke Dart
*Weapon (dart), common*

This dart is designed to leave no trace of its use. When this dart is thrown and hits a creature or object, it immediately disintegrates and vanishes into smoke. If you miss an attack with the dart while hidden from a target, making the attack doesn't reveal your position.

### Tracking Dart
*Weapon (dart), uncommon (requires attunement)*

This dart has bright red fletchings. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with the dart, you can choose to immediately cast the *hunter's mark* spell at 3rd level targeting the creature. Once cast, this property of the weapon can't be used again until the next dawn.

### Dart of Returning
*Weapon (dart), uncommon (requires attunement)*

This dart binds itself to the user, allowing you to have it ready at all times. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As a bonus action you can recall the dart to you as long as it is on the same plane of existence, causing it to teleport into your hand. After the dart returns to your hand, you can immediately make an attack with the dart.

### Bouncing Shuriken
*Weapon (dart), rare*

Made of flexible metal, this shuriken can bounce between multiple targets. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Once per turn when you hit a creature with a ranged attack using the shuriken, you can choose for it to bounce into another creature within 15 feet of the first. Make another ranged attack with the shuriken against the new target.

### Ethereal Dart
*Weapon (dart), very rare*

This dart is semi-translucent and able to pass through solid objects. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you can see into the Ethereal Plane, you can target creatures in that plane with your attacks using the dart.

As an action, you can throw the dart forward where it surges forth in a line 1 foot wide and 30 feet long. The dart becomes incorporeal, passing harmlessly through objects and ignoring cover. Each creature in the line must make a DC 17 Dexterity saving throw. On a failed save, a target takes damage as if it were hit by the dart, plus an extra 2d4 force damage. The dart becomes physical again at the end of the line, dropping to the ground there.

### Throwing Star
*Weapon (dart), legendary*

The entire surface of this shuriken is made of flat white light, uncomfortably bright to look at. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 3d4 fire damage and 3d4 radiant damage. The shuriken constantly glows with sunlight, shedding bright light in a 60-foot radius and dim light for an additional 60 feet.

The shuriken has 12 charges, regaining 1d12 charges daily at dawn. As an action you can throw the shuriken at a point within 60 feet of you and expend charges to cast one of the following spells centered on the shuriken (DC 19): *daylight* (2 charges), *fireball* (4th-level, 4 charges), *sunburst* (8 charges).

## Shortbows

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Harp Bow | common |
| 2 | Windborne Bow | uncommon |
| 3 | Ambusher's Bow | rare |
| 4 | Ankheg Bow | rare |
| 5 | Spore Launcher | very rare |
| 6 | Tengri's Call | legendary |

### Harp Bow
*Weapon (shortbow), common*

This shortbow has many individual strings, allowing it to also be used as a harp. Arrows loosed from it whistle musically through the air.

### Windborne Bow
*Weapon (shortbow), uncommon*

This bow is made of light wood carved with spiraling patterns, channeling the wind to propel its arrows. Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls with the bow.

As an action, you can nock three arrows into the bow and loose them into three different targets of your choice within 60 feet of you, making an attack roll with the bow against each. Once used, this property of the weapon can't be used again until the next dawn.

### Ambusher's Bow
*Weapon (shortbow), rare*

This bow is adorned with leaves and painted dark shades of green and brown. If you miss an attack with the bow while hidden from a target, making the attack doesn't reveal your position.

The bow has 4 charges, and regains all expended charges daily at dawn. While holding the bow, you can spend 1 charge to cast the *cordon of arrows* spell (DC 15). When a creature fails its saving throw against the spell, the first attack roll made against that creature before the start of its next turn has advantage.

### Ankheg Bow
*Weapon (shortbow), rare*

The limbs of this bow are carved from ankheg chitin, and the string is slimy with mucus. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 acid damage.

While holding the bow you can cast the *acid arrow* spell (+7 to hit). The spell can be cast using the bow twice, regaining all expended uses daily at dawn.

### Spore Launcher
*Weapon (shortbow), very rare*

Crafted by myconids, this fungal bow can grow and attach fungal spore-pods to its arrows. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 poison damage.

The bow has 6 charges, and regains 1d6 charges daily at dawn. When you hit a target with the bow, you can spend 2 charges to cause the arrow to explode with poisonous spores in a 5-foot radius from the target. The cloud of spores persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 16 Constitution saving throw. The creature takes 2d8 poison damage on a failed save, or half as much damage on a successful one.

As an action you can spend 3 charges and loose a pacifying spore from the bow at a point within 30 feet of you. The spore explodes in a 10-foot radius from the point. Each creature in the area must succeed on a DC 16 Constitution saving throw or be stunned until the end of their next turn.

### Tengri's Call
*Weapon (shortbow), legendary*

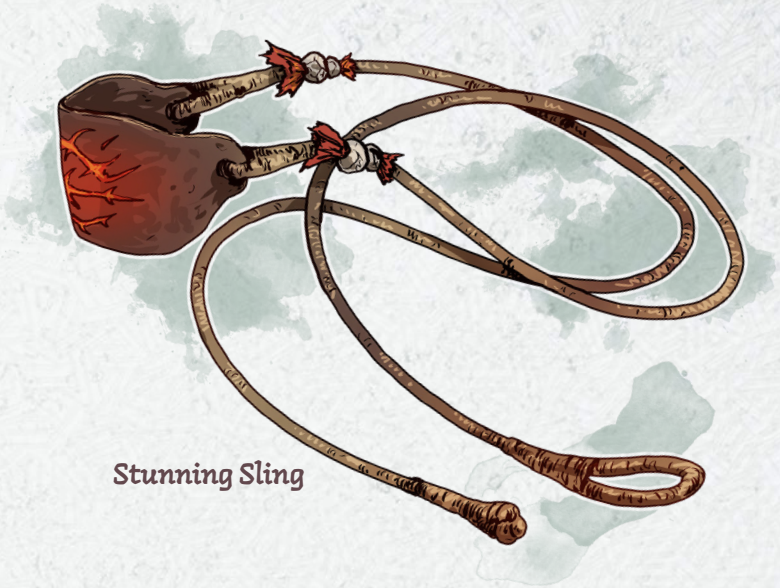
Said to have descended from the sky itself, this bow is fabled to be the fastest and most accurate in the world. Its wielder is empowered by the elemental powers of wind and sky, and many warlords have built their realms on the back of its power. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While mounted, you have advantage on attack rolls made using the bow.

When you take the Attack action using the bow, you can make two additional attacks with it as a bonus action.

As an action you can make eight attacks with the bow. Each target hit by one of these attacks must succeed on a DC 20 Wisdom saving throw or be frightened of you until the end of your next turn. Once used, this property of the weapon can't be used again until the next dawn.

## Slings

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Flail Sling | common |
| 2 | Accelerated Sling | uncommon |
| 3 | Stunning Sling | rare |
| 4 | Handheld Trebuchet | rare |
| 5 | Stranger Sling | very rare |
| 6 | Goliath Slayer | legendary |


Stunning Sling

### Flail Sling
*Weapon (sling), common*

In dire circumstances, this sling can magically grasp hold of a loaded bullet. You can make melee attacks using the sling as if it were a flail.

### Accelerated Sling
*Weapon (sling), uncommon*

This sling accelerates itself quickly when swung, enhancing the range and impact of its shots. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and its range is doubled.

If you hit a target that is more than 20 feet away from you with the sling, it deals an extra 1d4 bludgeoning damage.

### Stunning Sling
*Weapon (sling), rare*

Bullets slung by this sling have a knack for striking foes on the head and dazing them. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The sling has 4 charges, and regains 1 charge daily at dawn. When you hit a creature with a ranged attack using the sling, you can spend 1 charge to force them to make a DC 15 Constitution saving throw. On a failed save, the target take an extra 1d6 bludgeoning damage and is stunned until the end of your next turn.

### Handheld Trebuchet
*Weapon (sling), rare*

This enormous sling acts as a portable siege engine, sending shots crashing through stone and wood. This weapon has the finesse property. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d8 bludgeoning damage. The sling deals double damage to objects and structures. If you hit a construct with the sling, the attack deals an extra 2d4 bludgeoning damage.

Once per turn when you hit a Large or smaller creature with the sling, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### Stranger Sling
*Weapon (sling), very rare (requires attunement)*

This sling is made of yellow linen marked with sigils designed to ward against aberrations. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 force damage. While attuned to the sling, you have resistance to psychic damage, and you can cast the *message* cantrip.

While attuned to the sling, you can cast the *sending* spell. Once you cast the spell using the sling, you can't do so again until the next dawn.

Once per turn when you hit an aberration with the sling, it must make a DC 16 Constitution saving throw. On a failed save, the target is stunned until the end of its next turn. If the target fails this save by 5 or more, it is also paralyzed until the end of its next turn, or until it takes damage.

When you score a critical hit against an aberration using the sling, it takes an extra 3d8 force damage.

### Goliath Slayer
*Weapon (sling), legendary*

This sling was once wielded by a divine champion, and is said to be able to fell giants in a single shot. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d12 bludgeoning damage.

You have advantage on attack rolls against creatures larger than you using the sling. When a creature larger than you misses you with an attack, you can use your reaction to make one attack against it using the sling.

Once per turn when you hit a giant or goliath using the sling, the target must succeed on a DC 21 Strength saving throw or take an extra 4d8 bludgeoning damage and be knocked prone.

## Bonus: Handwraps

| d6 | Handwraps | Rarity |
|---|---|---|
| 1 | Healer's Handwraps | common |
| 2 | Handwraps of the Boxer | uncommon |
| 3 | Elegant Handwraps | rare |
| 4 | Infused Handwraps | rare |
| 5 | Flame Fists | very rare |
| 6 | Wrappings of One Hundred Strikes | legendary |

### Healer's Handwraps

*Wondrous item, common*

These silk handwraps are soothing to the touch. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you can cast the *spare the dying* cantrip.

### Handwraps of the Boxer

*Wondrous item, uncommon*

These leather handwraps help channel one's strength. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and your damage die for them increases to a d6. When you hit a creature with an unarmed strike, you can deal extra bludgeoning damage equal to your Strength modifier.

### Elegant Handwraps

*Wondrous item, rare (requires attunement by a monk)*

Crafted from fine silk woven with silver thread, these handwraps accentuate fluid motion and quick strikes. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you don't provoke opportunity attacks from that creature for the rest of the turn.

The handwraps have 4 charges, regaining 1d4 charges daily at dawn. While wearing the handwraps, you can expend 1 charge to use your Flurry of Blows feature without spending a ki point.

### Infused Handwraps

*Wondrous item, rare (requires attunement)*

These thick handwraps are marked with arcane sigils. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you gain a +1 bonus to your attack and damage rolls made with unarmed strikes.

When you cast a spell while attuned to the handwraps, they become charged with magical energy. The first time you hit a creature with an unarmed strike within 1 minute, the attack deals extra force damage equal to 1d6 per level of the spell you cast. Casting additional spells while the handwraps are already charged has no effect on them.

### Flame Fists

*Wondrous item, very rare (requires attunement)*

These orange handwraps are decorated with golden fire motifs. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

You can use a bonus action to speak the handwraps' command word, causing flames to envelop them. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the handwraps are ablaze, your unarmed strikes deal an extra 1d12 fire damage. The flames last until you use a bonus action to speak the command word again.

### Wrappings of One Hundred Strikes

*Wondrous item, legendary (requires attunement)*

Crafted for a legendary martial artist, these handwraps confer incredible speed and accuracy. While wearing the handwraps, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and you gain a +2 bonus to your attack and damage rolls made using unarmed strikes.

When you take the Attack action and attack using only unarmed strikes, you can make two additional unarmed strikes as part of the action.

As an action while wearing the handwraps, you can make up to eight unarmed strikes against a single creature. Once used, this property of the handwraps can't be used again until the next dawn.

Flame Fists

# Martial Weapons

## Battleaxes

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Throwing Battleaxe | common |
| 2 | Splitting Axe | uncommon |
| 3 | Blood Axe | rare |
| 4 | Runic Axe | rare |
| 5 | Axe of Leadership | very rare |
| 6 | Forest's Bane | legendary |

### Throwing Battleaxe

*Weapon (battleaxe), common*

This hefty axe is surprisingly easy to throw compared to other battleaxes. This weapon has the thrown (range 20/60) property.

### Splitting Axe

*Weapon (battleaxe), uncommon*

This battleaxe is made to break up mobs or dense formations of opponents. The axe has 3 charges, regaining all expended charges daily at dawn. When you hit a creature with the axe, you can spend 1 charge to magically shove up to two other creatures of your choice that are within 5 feet of the original target. The chosen creatures must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away from the original target.

### Blood Axe

*Weapon (battleaxe), rare*

This jagged axe is honed to a razor edge. Once per turn when you hit a creature with the axe, you can choose to deal half as much damage with the attack in order to bleed the target. The creature must succeed on a DC 15 Constitution saving throw or begin bleeding for 1 minute. A bleeding creature loses 1d8 hitpoints and repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, elementals, and undead are immune to this effect.

### Runic Axe

*Weapon (battleaxe), rare*

The blade of this battleaxe is inscribed with arcane runes of power. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it acts as an arcane focus. The axe has 3 charges, regaining 1d4-1 charges daily at dawn.

While holding the axe, you can expend charges to cast the following spells: *shield* (1 charge), *absorb elements* [XGE] (1 charge), and *magic weapon* (2 charges).

Blood Axe

### Axe of Leadership

*Weapon (battleaxe), very rare (requires attunement)*

This long-bladed battleaxe is emblematic of strong rule and steady leadership. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to the axe, you project an aura of confidence. You and friendly creatures within 10 feet of you have advantage on saving throws to avoid being frightened.

When you roll initiative, you can inspire your allies to give a spirited charge. Each creature of your choice within 60 feet of has their movement speed doubled on their first turn of combat. Once used, this property of the weapon can't be used again until the next dawn.

The axe has 3 charges, regaining 1d4-1 charges daily at dawn. When you hit a creature with the axe, you can spend 1 charge and give a command to a friendly creature within 30 feet of you as a bonus action. That creature can use its reaction to move up to half its speed and make one attack against the original target of your attack.

### Forest's Bane

*Weapon (battleaxe), legendary*

The edge of this large lumber axe glows with volcanic energy. It was created to destroy forests, lay waste to the land and cover it with ash. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d10 fire damage.

Any hit you score against a plant using the axe is a critical hit. When you reduce a beast or plant to 0 hitpoints with the axe, it bursts with scalding heat and burns into ash. Each hostile creature within 10 feet of the creature must succeed on a DC 19 Constitution saving throw or take 2d8 fire damage.

As an action while holding the axe you can send an arc of fire flying through the air in a 15-foot cone emanating from you. Each creature in the area must make a DC 19 Dexterity saving throw. A target takes 4d8 fire damage on a failed save, or half as much damage on a success. The flames ignite flammable objects in the area that aren't being worn or carried, and foliage in the area bursts into searing flames that quickly spread to nearby trees, shrubs, grass, and other foliage.

As an action, you can slam the axe into the ground and open a volcanic fissure in a 15-foot line emanating from you. Each creature in the area is pushed 5 feet away from the fissure, and must make a DC 19 Dexterity saving throw. A target takes 3d8 fire damage on a failed save, or half as much damage on a success. The fissure persists for 1 minute. When a creature enters the fissure's area for the first time on a turn or starts its turn there, it must succeed on a DC 19 Constitution saving throw or take 3d8 fire damage. This property can be used twice, regaining all expended uses daily at dawn.

## Flails

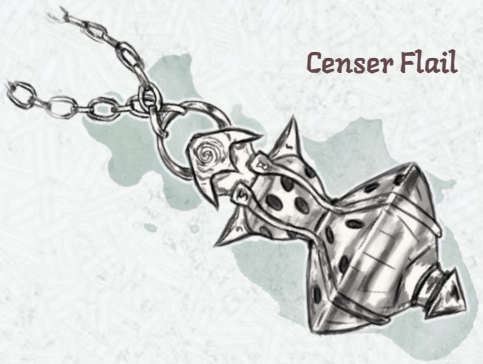
| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Extendo-Flail | common |
| 2 | Sticky Flail | uncommon |
| 3 | Censer Flail | uncommon |
| 4 | Frozen Flail | rare |
| 5 | Snail Flail | very rare |
| 6 | Flind Flail | legendary |

### Extendo-Flail
*Weapon (flail), common*

The chain of this flail magically extends and retracts as needed. This weapon has the reach property.

### Sticky Flail
*Weapon (flail), uncommon*

The head of this flail is covered in barbed hooks, and slowly excretes a viscous oil. When you hit a creature with the flail, you can choose for the creature to become grappled by you, as the head of the flail sticks into the target. You can only have one creature grappled with the flail at a time, and can't make attacks with the flail while it's stuck into a creature. A creature grappled by the flail takes 1d10 piercing damage at the start of each of its turns.




### Censer Flail
*Weapon (flail), uncommon*

The head of this flail is hollow and able to be filled with incense for burning. The flail acts as a holy symbol.

When packed with at least 10gp worth of incense, you can ignite the censer as a bonus action while holding it. While burning, the flail deals an extra 2d4 fire damage, and emits dim light in a 15-foot radius. The extra fire damage is increased to 2d6 when hitting an undead. After 1 minute of burning, the incense is used up.

### Frozen Flail
*Weapon (flail), rare*

This flail appears to just be a chunk of ice on a chain. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d6 cold damage.

When you hit a creature with the flail you can cause the head of the flail to explode onto the target, freezing them in place. The target must succeed on a DC 17 Constitution saving throw or take 2d6 cold damage and be restrained by the ice for 1 minute. As an action, the target can make a DC 17 Strength check to break the ice and escape. Once this property is used, the flail becomes a useless chain until the next dawn, whereupon the head magically reforms.

### Snail Flail
*Weapon (flail), very rare*

Taken from a slain flail snail and magically preserved, this weapon is long and squishy. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and it has the reach property.

When you damage a creature that is concentrating on a spell using the flail, the target has disadvantage on the saving throw it makes to maintain its concentration.

The flail has some of its old muscle memory still remaining, naturally curling to strike at nearby targets. Once per turn when you miss an attack with the flail, you can make a new attack with it against a creature within 5 feet of the original target.

## Flind Flail

*Weapon (flail), legendary (requires attunement)*

Imbued with horrific power by Yeenoghu, this three-headed flail has spiked skulls for heads and chains made of shadow. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and its damage die is a d10. The three heads of the flail inflict a separate horror: Madness, Pain, or Paralysis. You can choose to inflict one of these effects of your choice when you hit a creature with the flail, but each effect only once per turn.

***Madness.*** The target must make a DC 18 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

***Pain.*** The target must make a DC 18 Charisma saving throw, taking 3d10 psychic damage on a failed save, or half as much damage on a success.

***Paralysis.*** The target must succeed on a DC 18 Constitution saving throw or be paralyzed until the end of its next turn.

***Cursed.*** The flail is imbued with the eternal hunger and destructive power of Yeenoghu, inexorably corrupting the wielder. Once attuned to the flail, you can't unattune from it except by the *remove curse* spell, and you will not part with it willingly. When you attune to the flail, and every 7 days while attuned to it, you must make a DC 18 Wisdom saving throw, suffering the curse of the flail in three stages.

On the first failed saving throw, you learn Gnoll and your alignment becomes Chaotic Evil. On the second failure, your teeth elongate and you are inflicted with a ravenous hunger for flesh, compelled to feast upon the corpses of those you slay. You also lose the capacity to speak any other language than Gnoll. On the third failure, your mind and body are enveloped by Yeenoghu's hunger, and you permanently transform into a Flind (*Volo's Guide to Monsters*, page 153).

At the first stage of the curse, the *remove curse* spell can break the flail's attunement and revert the curse's effects. At the second stage, a *greater restoration* spell will regress the curse back to the first stage. Once you have been transformed into a Flind, only the power of the *wish* spell can restore you to your original person.

# Glaives

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Flagbearer's Glaive | common |
| 2 | Duelist's Naginata | uncommon |
| 3 | Ghost Glaive | rare |
| 4 | Jademelt | rare |
| 5 | Oni Glaive | very rare |
| 6 | Green Dragon Crescent Blade | legendary |

## Flagbearer's Glaive

*Weapon (glaive), common*

This weapon has a brightly colored banner affixed to its haft, just beneath the blade. While holding the glaive, you can speak the name of a color, such as red, indigo, or chartreuse, causing the banner's to magically change to match.

## Duelist's Naginata

*Weapon (glaive), uncommon*

This naginata is keenly balanced, favored by duelists and martial arts adepts. This weapon has the finesse property, and counts as a monk weapon.

You can cast the *compelled duel* spell (DC 14) while holding the naginata. Once cast, this property of the weapon can't be used again until the next dawn.

Duelist's Naginata

### Ghost Glaive
*Weapon (glaive), rare*

The blade of this glaive is made of translucent blue crystal. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you can see into the Ethereal Plane, you can target creatures in that plane with your attacks using the glaive.

As an action, you can thrust forward with the glaive, causing afterimages of the blade to cast forward in a line 20 feet long and 5 feet wide. Make an attack roll with the glaive against each creature in the line. On a hit, you deal the attack's normal damage plus an extra 1d8 force damage. This property can be used twice, regaining all expended uses daily at dawn.

### Jademelt
*Weapon (glaive), rare*

The stinger-shaped blade of this naginata is made of jade and carved with images of insectoid creatures. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 2d4 acid damage.

When you hit a creature with the weapon, you can use your bonus action to cause acid to spray onto another creature within 5 feet of the target. That creature must succeed on a DC 15 Dexterity saving throw or take 2d4 acid damage.

### Oni Glaive
*Weapon (glaive), very rare (requires attunement)*

This wicked glaive was once wielded by an oni. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the glaive you can cast the *enlarge/reduce* spell targeting yourself at-will, without components.

The glaive can confer a modicum of an oni's regeneration upon you. As a bonus action you can activate the regeneration for 1 minute. For the duration, you regain 2d4 hitpoints at the start of each of your turns as long as you have at least 1 hitpoint. Once used, this property of the weapon can't be used again until the next dawn.

### Green Dragon Crescent Blade
*Weapon (glaive), legendary (requires attunement)*

This ancient guandao was forged from the corpse of a green dragon, and wielded by the legendary general Guan Yu. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d10 poison damage.

While attuned to the guandao, you can't be frightened or stunned.

When you take cold damage while wielding the weapon, a layer of bloody frost forms around the blade, which melts after 1 minute. For the duration, creatures you hit with the guandao have their speed reduced by 15 feet until the end of their next turn.

While holding the guandao, you can cast the *shapechange* spell targeting yourself without components. You can only assume the form of a Green Dragon Wyrmling or a Young Green Dragon using the spell. Once cast, this property of the weapon can't be used again until the next dawn.

## Greataxes

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Shovel Blade | common |
| 2 | Raider's Axe | uncommon |
| 3 | Torturer's Axe | rare |
| 4 | Glacier's Edge | rare |
| 5 | Great Runic Axe | very rare |
| 6 | Hydra Slayer | legendary |

### Shovel Blade
*Weapon (greataxe), common*

The blade of this weapon is shaped like a shovel, and can act as one for the purposes of digging. You have advantage on attacks with the axe against creatures that are directly below you.

### Raider's Axe
*Weapon (greataxe), uncommon (requires attunement)*

This axe is notched with a number of tally marks recording the victories of previous wielders. When you reduce a creature to 0 hitpoints using the axe, you gain 1d6 temporary hitpoints.

If you are reduced to 0 hitpoints while attuned to the axe, you can make a DC 14 Constitution saving throw. On a successful save, you are reduced to 1 hitpoint instead, and can use your reaction to move up to half your speed without provoking opportunity attacks. Once you succeed on the saving throw, you can't use this property again until the next dawn.

### Torturer's Axe
*Weapon (greataxe), rare*

The opposite of an executioner's axe, this greataxe has many barbs and spikes, to deliver the most pain over the longest amount of time possible. You have advantage on Charisma (Intimidation) checks while holding the axe.

When you score a critical hit with the weapon against a creature, you can forgo the extra damage to inflict excruciating pain on the target. The target is stunned until the end of its next turn, and becomes frightened of you for 1 minute. At the end of each of its turns while frightened, the target can make a DC 13 Wisdom saving throw, ending the effect on itself on a success.

When you reduce a creature to 0 hitpoints with the axe, they fall unconscious and are stable.

Hydra Slayer

Hex

## Glacier's Edge

*Weapon (greataxe), rare*

The blade of this hefty axe is made of magical ice, stolen from a frost giant's armory. The axe deals an extra 1d8 cold damage. Once per turn when you hit a creature with the axe, the target must succeed on a DC 16 Constitution saving throw or have its speed reduced by half until the end of its next turn. Creatures immune to cold damage automatically succeed on the saving throw.

## Great Runic Axe

*Weapon (greataxe), very rare*

The blade and handle of this greataxe are inscribed with runes of power, which softly pulse with arcane magic. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it acts as an arcane focus. The axe has 6 charges, regaining 1d6 charges daily at dawn.

While holding the axe, you can expend charges to cast the following spells: *shield* (1 charge), *absorb elements* (1 charge), *magic missile* (1 charge), *magic weapon* (2 charges), *elemental weapon* (3 charges).

When you cast a spell using the axe you can spend 1 additional charge to release a burst of arcane energy around you. Each creature of your choice within 5 feet of you must succeed on a DC 16 Constitution saving throw or take 1d12 force damage.

## Hydra Slayer

*Weapon (greataxe), legendary*

Forged to slay an ancient hydra with a hundred heads, this greataxe is imbued with intense heat that cauterizes any wound it leaves. Its long handle and keen edge can cut through even the toughest bone, hide, and scales. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d12 fire damage.

Your attacks with the axe score a critical hit on a roll of 19 or 20. If you reduce a creature to 0 hitpoints with a critical hit using the axe, you cut off its head and it dies.

Once per turn when you cut off the head of a hydra using the axe, you can immediately make an additional attack against the hydra as part of the same action.

# Greatswords

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Heirloom Sword | common |
| 2 | Retribution | uncommon |
| 3 | Valor | rare |
| 4 | Hex | rare |
| 5 | A Sword of Ice and Fire | very rare |
| 6 | Dawn | legendary |

## Heirloom Sword

*Weapon (greatsword), common (requires attunement)*

This ceremonial sword has been passed down through the generations, magically kept from rust and wear. If you are not attuned to the sword, you have disadvantage on attack rolls using it.

## Retribution

*Weapon (greatsword), uncommon*

Rolls of parchment inscribed with holy verses dangle from the hilt of this silvered greatsword. The sword acts as a holy symbol. While wielding the sword, you can cast the *wrathful smite* spell (DC 14) without needing to concentrate on it. The spell can be cast twice using the sword, regaining all expended uses daily at dawn.

## Valor

*Weapon (greatsword), rare (requires attunement by a bard)*

A sword made for skalds, this blade is said to remember all who wield it. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it acts as a spellcasting focus. When you score a critical hit using the sword, you regain one use of your Bardic Inspiration feature.

When you use your Bardic Inspiration feature, the next attack you hit using the sword on the same turn deals an extra 1d8 slashing damage.

### Hex

*Weapon (greatsword), rare (requires attunement by a warlock)*

This nodachi is forged from otherworldly steel embellished with fangs and tentacles. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it acts as an arcane focus. You can use Charisma instead of Strength for your attack and damage rolls made using the sword.

While holding the sword, you can cast the *hex* spell. Once cast, this property of the weapon can't be used again until the next dawn.

When you are hit by the target of your *hex* spell while wielding the sword, you can use your reaction to lash out at the attacker with eldritch energy. The attacker takes psychic damage and you gain temporary hitpoints, both equal to your Charisma modifier. These temporary hitpoints last for 1 minute.

### A Sword of Ice and Fire

*Weapon (greatsword), very rare*

The blade of this claymore is engraved with a variety of heraldic animals engaged in pitched battle, each slaying a foe while being gored themselves. When the sword is swung, the engravings glow with patterns of orange and blue. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This sword deals 1d12 extra damage when you hit a creature with it, which is variably fire or cold damage. If the result of the d12 is even, the extra damage is fire, but on an odd result, the extra damage is cold.

While wielding the sword, you can cast the *absorb elements* XGE spell, but only when you take fire or cold damage. The spell can be cast twice using the sword, and it regains all expended uses daily at dawn.

### Dawn

*Weapon (greatsword), legendary (requires attunement by a fighter or paladin)*

Forged from the heart of a fallen star, the blade of this greatsword is a pale milky color that shines like stained glass. Only the most skilled of knights are deemed worthy to wield it. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 2d8 radiant damage.

Your attacks with the sword score a critical hit on a roll of 18-20. When you score a critical hit against a creature with the sword, it is also blinded until the end of your next turn.

## Halberds

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Telescoping Axe | common |
| 2 | Guard-Captain's Halberd | uncommon |
| 3 | The Weary Halberdier | uncommon |
| 4 | Sword-Taker | rare |
| 5 | Night's Axe | very rare |
| 6 | To Arms, Lads! | legendary |

### Telescopic Axe

*Weapon (halberd), common*

You can press a button on the haft of this halberd as a bonus action, causing it to shorten or lengthen back to its original size. While shortened, the weapon acts as a battleaxe.

### Guard-Captain's Halberd

*Weapon (halberd), uncommon*

This halberd is decorated with official sigils. You have advantage on opportunity attacks made using the halberd.

While holding the halberd, you can cast the *command* spell (DC 14), speaking only the command "halt". Once cast, this property of the weapon can't be used again until the next dawn.

### The Weary Halberdier

*Weapon (halberd), uncommon (requires attunement)*

A friend to the common soldier, this halberd is stained with the blood and dirt of many past campaigns. Other creatures provoke an opportunity attack when they enter your reach with the halberd. If you drop to 0 hitpoints while attuned to the weapon, you are immediately stabilized.

### Sword-Taker

*Weapon (halberd), rare*

This halberd's blade is hooked in order to catch and pull weapons out of the hands of opponents. You gain a +1 bonus to attack and damage rolls with this magic weapon. The halberd has 3 charges, regaining all expended charges daily at dawn.

When you hit a creature wielding a weapon with the halberd, you can expend 1 charge to attempt to magically disarm the target. The creature must make a DC 15 Strength saving throw. On a failed save, one of the target's weapons of your choice is wrenched from its hand and is flung up to 15 feet away in a direction of your choice. A creature has advantage on the saving throw if it is holding the weapon in two hands. You must spend 1 additional charge to use this property against a Large or larger target.

## Night's Axe

*Weapon (halberd), very rare (requires attunement)*

This shadowy halberd was forged by a vampire, and wielded by their most powerful thrall. You gain a +2 bonus to attack and damage rolls with this magic weapon. While attuned to the weapon, you gain darkvision with a radius of 300 feet.

While in darkness you can cause the halberd to wreathe you and itself in shadow magic as a bonus action. For the duration, you have advantage on Dexterity (Stealth) checks, and the halberd deals an extra 1d8 necrotic damage. Also, when you make an attack with the halberd while in darkness, your reach extends to include all areas of darkness within 30 feet of you. This effect ends after 1 minute or if you are exposed to sunlight. Once used, this property of the weapon can't be used again until the next midnight.

## To Arms, Lads!

*Weapon (halberd), legendary (requires attunement)*

Affixed with a brilliant battle standard, this halberd was the personal weapon of a boisterous general. You gain a +2 bonus to attack and damage rolls with this magic weapon. While attuned to the weapon, you can gain a bonus to your initiative rolls equal to your proficiency bonus, and you can't be surprised.

When you roll initiative, you can use the halberd to grant a burst of inspiration to yourself and all friendly creatures within 60 feet of you. On the first round of combat, an affected creature has advantage on attack rolls and saving throws. If an affected creature was surprised, it is no longer surprised, but can either move or take an Action on its first turn of combat, not both.

While holding the halberd, you project an aura of confidence in a 15 foot radius. Friendly creatures in the aura have advantage on death saving throws as well as saving throws to avoid being frightened. If a friendly creature within the radius succeeds on a death saving throw, they regain 1 hitpoint.

Sword-Taker

# Lances

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Jousting Lance | common |
| 2 | Flamelance | uncommon |
| 3 | Phase Lance | rare |
| 4 | Lance of the Knight-Commander | rare |
| 5 | Thunder-Runner's Charge | very rare |
| 6 | Rainbow Lance | legendary |

## Jousting Lance

*Weapon (lance), common*

This fancy lance is designed to minimize tournament casualties, dealing no damage on a hit. When you hit a creature with the lance, it must succeed on a Strength saving throw or be knocked prone. The DC equals 8 + your proficiency bonus + your Strength modifier.

## Flamelance

*Weapon (lance), uncommon*

The tip of this steel lance perpetually glows orange with heat. The lance has 5 charges, regaining 1d4 charges daily at dawn.

When you hit a creature with the lance, you can spend 1 charge to deal an extra 1d6 fire damage.

As an action while holding the lance, you can spend 2 charges to cast a beam of fire at a creature within 30 feet of you. The target must make a DC 13 Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much on a successful one.

## Phase Lance

*Weapon (lance), rare (requires attunement)*

This lance is crafted entirely of shimmering pink metal. You gain a +1 bonus to attack and damage rolls with this magic weapon. The lance has 3 charges, regaining all expended charges each day at dawn.

While holding the lance you can spend 1 charge to cast the *misty step* spell. If you are mounted, your mount also teleports with you.

## Lance of the Knight-Commander

*Weapon (lance), rare (requires attunement)*

The end of this lance is affixed with a small red pennant. You gain a +1 bonus to attack and damage rolls with this magic weapon. While attuned to this weapon, you have advantage on initiative rolls as long as you are mounted.

When you roll initiative while holding the lance, you can raise it into the sky and command a charge. All friendly creatures within 60 feet of you gain advantage on their initiative roll, and have advantage on attack rolls on their first turn of combat. If an affected creature hits with a weapon attack on their first turn of combat, the target must succeed on a DC 15 Strength saving throw or be knocked prone. Once used, this property of the weapon can't be used again until the next dawn.

### Thunder-Runner's Charge
*Weapon (lance), very rare*

The weapon of choice for centaur vanguards, this lance strikes with the sound of thundering hooves. You gain a +1 bonus to attack and damage rolls with this magic weapon. This weapon lacks the normal special property of a lance.

When you move at least 30 feet straight towards a creature and hit it with an attack using the lance, it cracks with thunderous sound that can be heard up to 300 feet away. The target takes an additional 1d12 thunder damage and must make a DC 16 Strength saving throw. On a failed save, the target is knocked prone and pushed up to 10 feet away from you. Also, after the target is pushed, each other hostile creature within 5 feet of the target a must succeed on a DC 16 Constitution saving throw or also take 1d12 thunder damage.

Thunder-Runner's Charge

### Rainbow Lance
*Weapon (lance), legendary*

This weapon is wholly composed of brilliant, prismatic glass that sparkles with all possible colors. You gain a +2 bonus to attack and damage rolls with this magic weapon. The lance has 12 charges, regaining 1d8 charges daily at dawn.

While holding the lance you can spend up to 9 charges to cast the *color spray* spell. The spell is cast at a level equal to the number of charges spent.

When you hit a creature with the lance you can spend 3 charges to cause it to flash with colored energy. The target must make a DC 18 Constitution saving throw. Roll a d8 to determine which color affects it:

| d8 | Color |
|---|---|
| 1 | ***Red.*** The target takes 3d12 fire damage on a failed save, or half as much damage on a successful one. |
| 2 | ***Orange.*** The target takes 3d12 acid damage on a failed save, or half as much damage on a successful one. |
| 3 | ***Yellow.*** The target takes 3d12 lightning damage on a failed save, or half as much damage on a successful one. |
| 4 | ***Green.*** The target takes 3d12 poison damage on a failed save, or half as much damage on a successful one. |
| 5 | ***Blue.*** The target takes 3d12 cold damage on a failed save, or half as much damage on a successful one. |
| 6 | ***Indigo.*** On a failed save, the target is restrained for 1 minute. At the end of each of its turns, a restrained target repeats the saving throw. If it fails this saving throw, it is also paralyzed until the end of its next turn. On a successful save, the effect ends. |
| 7 | ***Violet.*** On a failed save, the target is blinded for 1 minute. At the end of each of its turns, a blinded target repeats the saving throw, ending the effect on itself on a success. |
| 8 | ***Rainbow.*** Roll a d6 on this table twice. The target suffers both results. |

## Longswords

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Gilded Sword | common |
| 2 | Grace | uncommon |
| 3 | Gish | rare |
| 4 | Spar | rare |
| 5 | Terror | very rare |
| 6 | Skofnung | legendary |

### Gilded Sword
*Weapon (longsword), common*

This attention-grabbing longsword is silvered, and has a hilt encrusted with gold and jewels. Simple magic wards keep it from damage or corrosion, and you can't be disarmed of the sword while holding it.

### Grace
*Weapon (longsword), uncommon*

This mithral katana is as light as a feather. This weapon has the finesse and light properties.

### Gish
*Weapon (longsword), rare (requires attunement by a spellcaster)*

Forged from githyanki silver, this sword hums with energy when exposed to magic. The sword acts as an arcane focus, and you can cast the *detect magic* spell at-will while holding it. The sword has 2 charges, regaining all expended charges daily at dawn. When you cast a spell of 1st-level or higher while holding the sword, it regains 1 charge.

When you take the Attack action using the sword, you can expend 1 charge to cast a cantrip as a bonus action on the same turn.

### Spar
*Weapon (longsword), rare*

A weapon made for masterful duelists, this thin longsword is ideal at performing parry and riposte maneuvers. You gain a +1 bonus to attack and damage rolls with this magic weapon. The sword has 4 charges, regaining 1d4-1 charges daily at dawn.

When you are hit by a melee weapon attack, you can spend 1 charge as a reaction and reduce the damage taken by 1d8.

When a creature within 5 feet of you misses you with a melee attack, you can spend 1 charge as a reaction to make one attack using the sword against the creature.

When you use a maneuver from the Battle Master archetype while wielding the sword, you can expend 1 charge to roll a d6 and use it instead of expending a superiority die.

### Terror
*Weapon (longsword), very rare (requires attunement)*

This wicked black blade has been the instrument of many atrocities since its creation. You gain a +2 bonus to attack and damage rolls with this magic weapon. While attuned to the blade, you are immune to being frightened.

When you score a critical hit against a creature using the sword, it becomes frightened of you until the end of your next turn.

The sword has 6 charges, regaining 1d4 charges daily at dawn. When you reduce a frightened creature to 0 hitpoints, the sword regains one charge.

While holding the sword, you can expend charges to cast the following spells (DC 16): *cause fear* (1 charge), *phantasmal force* (2 charges), or *fear* (3 charges).

### Skofnung
*Weapon (longsword), legendary (requires attunement)*

The weapon of a legendary warrior-king, this ancient longsword has been passed down through many generations, and is imbued with the spiritual legacy of all who have wielded it. You gain a +2 bonus to attack and damage rolls with this magic weapon.

The weapon can summon the spirits of the king's twelve berserker bodyguards. As an action while holding the sword, you can invoke one of the following effects. This property of the sword can be used twice, regaining all expended uses daily at dawn.

***Bodyguards.*** You cast the *spirit guardians* spell (DC 20), causing the spectral forms of the 12 berserkers to float around you, attacking all foes who come near. Additionally, for the duration of the spell, you gain 10 temporary hitpoints at the start of each of your turns. Your concentration on this spell can't be broken.

***Warriors.*** You summon 6 spectral warriors, each appearing in an unoccupied space within 10 feet of you. These warriors use the statistics of berserkers (*Monster Manual*, page 344), but are undead and can move through other creatures and objects as if they were difficult terrain. A berserker takes 5 (1d10) force damage if it ends its turn inside an object.

These warriors are friendly to you and your companions, and act on your turn. Each seeks out the nearest hostile creature and attacks them with reckless abandon until they are defeated. The warriors persist for 1 minute, or until you dismiss them as a bonus action.

***Executioners.*** Choose up to 12 creatures within 60 feet of you. The spectral image of a berserker briefly appears besides each and attempts to strike them down in a single blow. Make a melee spell attack against each target (+10 to hit). On a hit, a target takes 2d12+10 force damage.

## Mauls

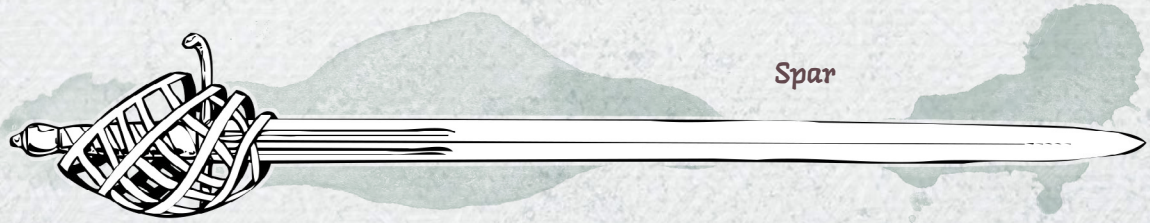
| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Sledge Maul | common |
| 2 | Thunderstone Maul | uncommon |
| 3 | Crystal Maul | uncommon |
| 4 | Shield-Splinterer | rare |
| 5 | Bonebreaker | very rare |
| 6 | Hammer of the Dwarven Halls | legendary |

### Sledge Maul
*Weapon (maul), common*

This heavy, adamantine hammer is used for breaking rocks and walls. When you hit an object or an earth elemental with the hammer, the hit is a critical hit.

### Thunderstone Maul
*Weapon (maul), uncommon*

The head of this maul is made of lightning-stricken stone, that reverberates with the sound of thunder. The maul has 3 charges, regaining all expended charges daily at dawn. If you take lightning or thunder damage while holding the maul, it regains 1 charge.



When you hit a creature with the maul, you can spend 1 charge to blast the target with thunder. The creature must succeed on a DC 13 Strength saving throw or take 1d8 thunder damage and be pushed up to 10 feet away from you.

## Crystal Maul

*Weapon (maul), uncommon (requires attunement by a spellcaster)*

This maul has a magically-hardened crystal ball for a head, allowing it to act as an arcane focus. When you cast a spell while holding the maul, the crystal ball charges with magical energy. The next attack you hit with the charged maul deals an additional 1d4 force damage per level of the spell (1d4 for cantrips). The maul can only hold one charge of energy at a time, which dissipates after 1 minute if not used.

## Shield-Splinterer

*Weapon (maul), rare*

The face of this maul is wedge-shaped, designed to cleave apart enemy shields. When you hit a creature wielding a shield using the maul, you can magically sunder the target's shield. If the shield is nonmagical, it is split in half and destroyed. Once used, this property of the weapon can't be used again until the next dawn.

## Bonebreaker

*Weapon (maul), very rare*

This maul's rounded face is well-worn and pockmarked. You gain a +1 bonus to attack and damage rolls with this magic weapon.

When you roll the maximum number on one of the damage dice of the maul, the strike hinders the target's mobility. The target's speed is halved until the end of its next turn.

Your attacks with the maul score a critical hit on a roll of 19 or 20. When you score a critical hit against a humanoid with the maul, the target's bodily structure is shocked, and they are paralyzed until the end of your next turn.

## Hammer of the Dwarven Halls

*Weapon (maul), legendary (requires attunement by a dwarf)*

It is said that this hammer was the one to break ground on the first dwarven stronghold to ever be built. Ever since, it has been a protector of dwarves and slayer of all those who would threaten their great halls. You gain a +3 bonus to attack and damage rolls with this magic weapon. You can't attack dwarves with the maul, as the weapon refuses to strike them.

The maul has 8 charges, regaining 1d6 charges daily at dawn. While holding the maul you can expend charges to cast the following spells (DC 19): *earth tremor* XGE (1 charge), *erupting earth* XGE (2 charges), *stone shape* (2 charges), *wall of stone* (3 charges), or *investiture of stone* XGE (4 charges)

As an action you can tap the ground with the base of the hammer and feel the vibrations through the earth. You gain tremorsense with a radius of 600 feet until you move.

When you hit a creature that has a burrowing speed, you can spend 1 charge to curse the target for 1 minute. The creature loses its burrowing speed and it can't deal damage to objects for the duration, as all surfaces become as hard as diamond against its attempts.

***Cursed.*** Over the centuries the hammer has inherited generations of grudge and racism, abhorring duergar, elves, giants, gnolls, goblins, and orcs. If such a creature attempts to wield the hammer, they must immediately make a DC 19 Constitution saving throw. On a failed save, the creature takes 6d12 necrotic damage and drops the hammer, or half as much damage on a successful save. If you are within 15 feet of a friendly creature of one of these types, you have disadvantage on attack rolls using the hammer.

Malicious Morningstar

# Morningstars

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Safety Star | common |
| 2 | Malicious Morningstar | uncommon |
| 3 | Goedendag | uncommon |
| 4 | Shockingstar | rare |
| 5 | Star Shard | very rare |
| 6 | Mourning Star | legendary |

## Safety Star

*Weapon (morningstar), common*

This morningstar has a metal disk at the base of the handle. By rotating it, you can retract or extend the spikes in the head of the weapon. While the spikes are retracted, the weapon deals 1d4 bludgeoning damage.

## Malicious Morningstar

*Weapon (morningstar), uncommon*

The head of this morningstar is a mass of gnarly spikes and barbs. Your attacks with the morningstar score a critical hit on a roll of 19 or 20.

## Goedendag

*Weapon (morningstar), uncommon*

This long morningstar is a favorite of rebels and others seeking to get the jump on their enemies. On the first turn of combat, you have advantage on attack rolls with the weapon. If you reduce a creature to 0 hitpoints on the first turn of combat, you can make one attack with the morningstar as a bonus action.

## Shockingstar

*Weapon (morningstar), rare*

The spikes of this morningstar arc with electricity, and give off a subtle buzzing noise. This magic weapon deals an extra 1d6 lightning damage. The morningstar has 5 charges, regaining all expended charges daily at dawn.

When you hit a creature with the weapon, you can spend 1 charge to arc lightning into another target of your choice within 10 feet of the creature. The target must succeed on a DC 15 Dexterity saving throw or take 1d10 lightning damage.

When you take lightning damage while wielding the morningstar, you can spend 1 charge as a reaction to disperse the energy through the spikes of the weapon. You gain resistance to lightning damage until the start of your next turn, and each hostile creature within 10 feet of you must make a DC 15 Dexterity saving throw, taking 1d10 lightning damage on a failed save, or half as much damage on a success.

## Star Shard

*Weapon (morningstar), very rare (requires attunement by a spellcaster)*

This morningstar is formed of shifting prismatic crystal, through which a starfield can be seen. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it acts as an arcane focus.

While exposed to the sky, the weapon gains different properties based on the time of day:

***Dawn.*** The rising sun outshines the stars of the night, and brings a moment of calm to the crystal. When you cast a spell, you gain temporary hitpoints equal to twice the spell's level (2 for cantrips).

***Day.*** The sun's energy becomes concentrated in the weapon, lashing out in arcing flares. When you cast a spell of 1st level or higher, you can cause a solar flare to burst from the weapon. Each creature of your choice within 15 feet of you takes radiant damage equal to 1d6 per level of the spell.

***Dusk.*** As the sun falls, its light is refracted through the crystal and combined with the glittering of stars. Once per turn when you hit a creature with the weapon, it must succeed on a DC 18 Constitution saving throw or be blinded until the end of its next turn.

***Night.*** The energies of the moon and night sky turn the crystal black. When you take damage while holding the morningstar, you can use your reaction to turn invisible until the start of your next turn.

***Solar Eclipse.*** The weapon channels the energy of the cosmos unfettered by the local star, dealing an extra 3d8 force damage. Whenever you deal this damage, you must succeed on a DC 18 Intelligence saving throw or take 1d12 psychic damage.

## Mourning Star

*Weapon (morningstar), legendary (requires attunement)*

Forged of black metal and smelling of brimstone, this morningstar bears marks of pentagrams. It was once used by a fallen angel to fight their way through celestial forces sent to destroy them. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 2d8 fire damage.

While attuned to the weapon, you have immunity to acid, cold, fire, and necrotic damage, and resistance to damage from celestials.

If you hit a celestial with the weapon, it must make a DC 20 Charisma saving throw. On a failed save, the target is banished with a faint popping noise, returning to its home plane. If you are on its home plane, it instead takes an additional 2d8 force damage on a failed save.

***Cursed.*** While attuned to the weapon, your creature type is considered both humanoid and fiend. If you are reduced to 0 hitpoints while attuned to the morningstar, you die, and your soul is immediately siphoned into the clutches of a powerful devil of the DM's choice. You cannot be restored to life until the devil is slain, except by the power of a *wish* spell.

# Pikes

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Two-Part Pike | common |
| 2 | Frontline Pike | uncommon |
| 3 | Holdfast Pike | rare |
| 4 | Meteor Pike | rare |
| 5 | Squid Bite | very rare |
| 6 | Red Viper | legendary |

## Two-Part Pike

*Weapon (pike), common*

As an action you can unscrew the top and bottom halves of this pike, or reconnect them together. While disconnected, the top half acts as a magical spear, and the bottom half as a magical quarterstaff.

## Frontline Pike

*Weapon (pike), uncommon*

The wielder of this pike is often seen at the front of a charge. When you use your action to Dash, you can make one attack with the pike as a bonus action on the same turn.

If you move at least 30 feet in a straight line before hitting a creature with the pike, it must succeed on a DC 13 Strength saving throw or be knocked prone.

## Holdfast Pike

*Weapon (pike), rare*

This pike weighs half as much as normal, making it easier to strike moving targets with it. Other creatures provoke an opportunity attack when they enter your reach with the pike, and when you hit a creature with an opportunity attack using it, the target's speed is reduced to 0 for the rest of the turn.

If you hit a mounted creature with an opportunity attack using the pike, the target must succeed on a DC 14 Strength saving throw or be knocked from their mount.

## Meteor Pike

*Weapon (pike), rare*

The head of this pike appears as a yellow streak of light, like a shooting star across the night sky. You gain a +1 bonus to attack and damage rolls with this magic weapon. The pike constantly glows with dim light in a 5-foot radius.

As an action while holding the pike, you can choose a creature within 60 feet of you. You teleport to a space in the air up to 30 feet directly above the target and immediately fall upon it like a meteor. Make an attack roll against the target with advantage. On a hit, the target takes the regular damage of the attack, plus extra force damage equal to 1d6 per every 10 feet that you fell. Unless the target is larger than you, it must also succeed on a DC 15 Strength saving throw or fall prone. You then land on your feet in an unoccupied space within 5 feet of the target, and take no damage from the fall.

If you use this property while exposed to the night sky, you can teleport up to 60 feet above the target. Once used, this property of the weapon can't be used again until the next dawn.

## Squid Bite

*Weapon (pike), very rare (requires attunement)*

This pike is crafted from the long, petrified tentacle of a giant squid, and adorned with sea shells. You gain a +2 bonus to attack and damage rolls with this magic weapon. While attuned to the pike, you have a swimming speed of 40 feet, and can breathe air and water.

While underwater, the normally petrified tentacle reanimates and stretches to strike your foes. The reach of the weapon increases to 15 feet, and it ignores half cover and three-quarters cover.

When you are hit with a melee attack while attuned to the pike, you can use your reaction to spray black ink into the eyes of the attacker. The target must succeed on a DC 17 Dexterity saving throw or be blinded until the end of your next turn. While underwater, you can also move up to half your speed as part of the reaction.

## Red Viper

*Weapon (pike), legendary*

This fine weapon was once the signature weapon of a famous adventurer, who was killed in a fateful duel while wielding it. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d6 poison damage. This weapon also has the finesse property and counts as a monk weapon.

When a hostile creature moves to within 10 feet of you, you can use your reaction to make one attack against the creature. If you hit, you can also move up to half your speed without provoking opportunity attacks as part of the reaction. You have advantage on this attack if the target is larger than you.

The point of this pike can secrete a subtle poison that takes days to kill its target. The pike stores 3 doses of poison, regaining 1 expended dose every 7 days. Once per turn when you hit a creature with the pike, you can choose to attempt to poison it, spending a dose. The target must succeed on a DC 20 Constitution saving throw or take 2d10 poison damage and become poisoned. While poisoned, the creature can't regain hitpoints. Each day that the creature remains poisoned, it takes cumulative poison damage equal to 1d10 per day it's been poisoned.

# Rapiers

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Gentleman's Smallsword | common |
| 2 | Naval Jack | uncommon |
| 3 | Rapscallion | rare |
| 4 | Roguish Cur | rare |
| 5 | Quill | very rare |
| 6 | Needle | legendary |

## Gentleman's Smallsword

*Weapon (rapier), common*

This fine rapier is made to facilitate polite duels. Damage dealt by this weapon can't reduce creatures below 1 hitpoint.

## Naval Jack

*Weapon (rapier), uncommon (requires attunement)*

The hilt of this rapier is adorned with blue linen that bears a faded naval sigil. While attuned to the weapon, you have a climbing and swimming speed of 30 feet.

While holding the rapier, you can cast the *find traps* and *locate object* spells. You can cast each spell once with the weapon, regaining all expended uses daily at dawn.

## Rapscallion

*Weapon (rapier), rare (requires attunement)*

This rapier was commissioned by a particularly rude bard. You gain a +1 bonus to attack and damage rolls with this magic weapon. You can also cast the *vicious mockery* cantrip (2d4 damage, DC 15) while holding the rapier.

When you hit a creature with the rapier, you can use your bonus action to cast the *vicious mockery* cantrip targeting the creature. You can use this property twice, regaining all expended uses daily at dawn.

## Roguish Cur

*Weapon (rapier), rare*

Forged from patterned steel and adorned with a silver hilt, this rapier has a certain panache to it. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it has the light property. While wielding the rapier in one hand and a dagger in the other, you gain a +1 bonus to AC.

When a creature misses you with an attack while wielding the rapier, your confidence and ego swells. You can use your reaction to gain temporary hitpoints equal to your Charisma score, which last for 1 minute. Once used, this property of the weapon can't be used again until the next dawn.

### Quill
*Weapon (rapier), very rare (requires attunement)*

This silver rapier has a tuft of black and white feathers affixed to the pommel. The blade is inscribed with the words "The Pen is Mightier". You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to the rapier, you can cast the *message* cantrip, and you have proficiency with calligrapher's supplies.

The rapier has 5 charges, regaining 1d4 charges daily at dawn. You can spend 1 charge to cast the *illusory script*, *sending*, or *skywrite* [XGE] spells.

When you make an attack with the rapier, you can spend 1 charge to add your Intelligence modifier to the attack roll. If that attack hits, it also deals extra piercing damage equal to your Intelligence modifier.

### Needle
*Weapon (rapier), legendary (requires attunement by a rogue)*

Forged in the frigid north, this weapon was gifted to a legendary shapeshifting assassin. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and it has the light property. While attuned to the rapier, you can't be blinded and have blindsight with a radius of 30 feet.

You have advantage on attack rolls with the rapier against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score using the rapier against a creature that is surprised deals an extra 3d8 piercing damage.

While holding the rapier, you can cast the *alter self* and *disguise self* spells at-will.

## Scimitars

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Desert Wanderer's Blade | common |
| 2 | Jolly Roger | uncommon |
| 3 | Mirage | rare |
| 4 | Jutsu | rare |
| 5 | Wavecutter | very rare |
| 6 | Space Sword | legendary |

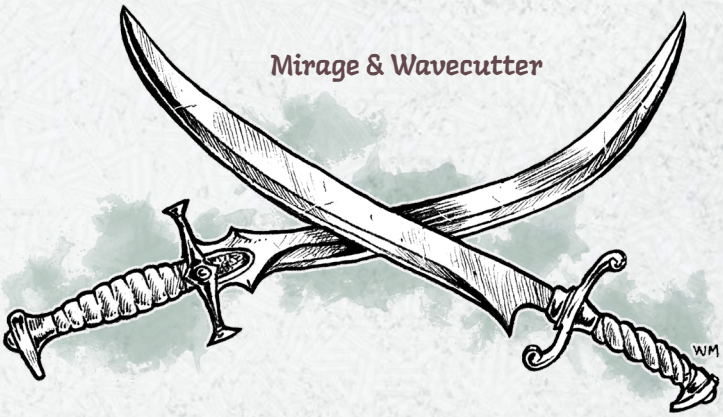
### Desert Wanderer's Blade
*Weapon (scimitar), common (requires attunement)*

Blades such as these are favored by dune-walking nomads. While attuned to this weapon, you are adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.

### Jolly Roger
*Weapon (scimitar), uncommon (requires attunement)*

This cutlass is crudely marked with a pirate's flag. While attuned to the weapon, you have a climbing and swimming speed of 30 feet.

When you take the Attack action using the weapon, you can use your bonus action to make an attack with a loaded one-handed ranged weapon you're holding in the other hand.




### Mirage
*Weapon (scimitar), rare (requires attunement)*

The blade of this scimitar shimmers with desert heart. The sword has 4 charges, regaining 1d4 charges daily at dawn. The sword regains 1 charge if you start your turn holding it while in a sandstorm.

While holding the sword, you can spend 1 charge to cast the *blur* or *mirror image* spells.

When you hit a creature with the sword, you can spend 1 charge to attempt to blind it. The target must succeed on a DC 15 Constitution saving throw or be blinded until the start of your next turn.

### Jutsu
*Weapon (scimitar), rare*

This finely crafted wakizashi was forged for a cunning ninja warrior. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it counts as a monk weapon.

When you take the Dash action while holding the sword, you become invisible until the end of the turn, and can make one attack with the sword as a bonus action. This property can be used twice, regaining all expended uses nightly at midnight.

When a hostile creature misses an attack against you while you are holding the sword, you can use your reaction to move up to 10 feet without provoking opportunity attacks.

### Wavecutter
*Weapon (scimitar), very rare*

This broad cutlass is imbued with the power of the sea itself, its hilt encrusted with barnacles. You gain a +2 bonus to attack and damage rolls with this magic weapon.

Once per turn when you hit a creature with the weapon, it unleashes a spray of water in a 15-foot cone behind the target. Each hostile creature in the area takes 1d8 cold damage. If the hit was a critical hit, this damage increases to 2d8.

While holding the sword you can cast the *control water* spell (DC 16). Once cast, this property of the weapon can't be used again until the next dawn.

As an action while holding the sword, you can cause a geyser to momentarily spray from the ground

from a point you can see within 60 feet of you. Each creature within 5 feet of the point must succeed on a DC 16 Dexterity saving throw or take 2d8 cold damage and, if the creature is Large or smaller, be pushed up to 10 feet away from the geyser.

### Space Sword

*Weapon (scimitar), legendary (requires attunement by a bard or fighter)*

This jian is forged of dark metal recovered from a fallen star, and decorated with brass lotus motifs. Hand-crafted by a legendary tactician under the tutelage of a great swordmaster, this blade is perfectly balanced and brings enhanced acumen to its wielder. You gain a +3 bonus to attack and damage rolls with this magic weapon, and its damage die is a d8. This weapon has the thrown (range 30/60) property, and counts as a monk weapon.

Your attacks with the sword score a critical hit on a roll of 19 or 20, and when you score a critical hit with the weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

When you take the Attack action and hit a creature with the sword, you can rally a friendly creature within 15 feet of you as a bonus action. The creature gains 10 temporary hitpoints and can use its reaction to make one attack or to cast a cantrip.

While holding the sword, you can cast the *absorb elements* [XGE] spell at 3rd level at-will.

## Shortswords

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Longknife | common |
| 2 | Syringe | uncommon |
| 3 | Wyrmtooth | rare |
| 4 | Veinpiercer | rare |
| 5 | Icicle | very rare |
| 6 | Reverb | legendary |

### Longknife

*Weapon (shortsword), common*

This oversized dagger is able to be balanced on a fingertip. This weapon has the thrown (range 20/60) property.

### Syringe

*Weapon (shortsword), uncommon*

This weapon can store a poison within itself until the time is right. You can spend 1 minute to imbue the weapon with a poison that it could normally be coated with. The poison lies inert within the weapon until you use a bonus action while holding it to release the poison onto the blade. Once released, the poison coats the weapon and maintains its normal properties as a poison, including how long it remains potent. The weapon can only have one poison stored within it at a time.

### Wyrmtooth

*Weapon (shortsword), rare*

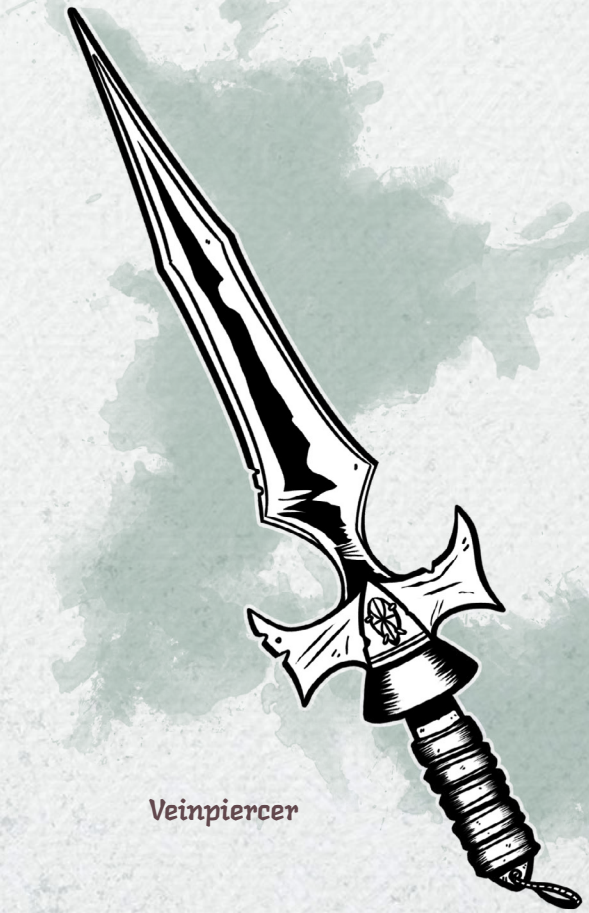
The blade of this shortsword is crafted from the incisor of one of the smaller varieties of dragon. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d6 damage. The damage type is determined by the type of dragon the tooth was taken from, for instance, a *green wyrmtooth* deals poison damage, while a *bronze wyrmtooth* deals lightning damage.

### Veinpiercer

*Weapon (shortsword), rare*

The end of this wicked shortsword tapers to a fine point, with multiple channels for blood inlaid down the length of the blade. The weapon has 5 charges, regaining 1d4 charges daily at dawn.

When you hit a creature using the shortsword, you can spend 1 charge to attempt to bleed the target. The creature must succeed on a DC 15 Constitution saving throw or begin bleeding for 1 minute. A bleeding creature loses 2d6 hitpoints and repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, elementals, and undead are immune to this effect.



Veinpiercer

## Icicle

*Weapon (shortsword), very rare (requires attunement)*

Constantly dripping with cold mist, this sword was crafted out of ice from the elemental plane of water. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d8 cold damage. While attuned to the sword, you have resistance to cold damage.

While holding the sword, you can cast the *ice knife* [XGE] spell at-will (+7 to hit, DC 16).

Once per turn when you hit a creature with the sword, you can cause a burst of ice to spread from the point of impact. The target must make a DC 16 Constitution saving throw. On a failed save, the target's speed is reduced to 0 until the end of its next turn. On a successful save, the target's speed is instead halved until the end of its next turn.

While holding the sword, you can cast the *investiture of ice* [XGE] spell (DC 16). Once cast, this property of the weapon can't be used again until the next dawn.

## Reverb

*Weapon (shortsword), legendary*

It is said that this silver shortsword reverberates with the echoes of creation itself. In the presence of music, it seems to hum in-tune with the melody. You gain a +3 bonus to attack and damage rolls with this magic weapon. The sword has 12 charges, regaining 2d6 charges daily at dawn.

While holding the sword, you can spend 2 charges to cast the *shatter* spell (DC 20).

As an action, you can attempt to strike at a Large or smaller object, or a surface, with the sword. If the target object is being held, the creature can make a DC 20 Dexterity (Sleight of Hand) check, preventing your strike on a success. If you successfully hit a nonmagical object or surface, you can spend charges to induce escalating reverberations into the material. The number of charges spent is determined by the target's size.

At the start of your next turn, the reverberations reach a crescendo, and the object or surface explodes into pieces and is destroyed. Each creature within 5 feet of the exploding object must make a DC 20 Dexterity saving throw, taking thunder damage based on the object's size, or half as much damage on a success.

| Object | Charges | Damage |
|---|---|---|
| Tiny | 1 | 1d8 |
| Small | 2 | 2d8 |
| Medium | 3 | 4d8 |
| Large | 4 | 6d8 |
| 5x5ft Surface | 4 | 6d8 |
| 10x10ft Surface | 12 | 12d8 |

# Tridents

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Sharkfisher Trident | common |
| 2 | Lava Fisher | uncommon |
| 3 | Man-Catcher | uncommon |
| 4 | Trident of Glaciers | rare |
| 5 | Leviathan Hunter | very rare |
| 6 | Trishula | legendary |

## Sharkfisher Trident

*Weapon (trident), common*

The three tips of this trident glow red when there is a shark within 300 feet of it. When submersed in water, the trident oozes a small trail of blood which attracts sharks.

## Lava Fisher

*Weapon (trident), uncommon (requires attunement)*

This obsidian trident is purportedly designed to catch exotic fish that swim in the magma of the elemental plane of fire. While attuned to the weapon, you have resistance to fire damage. The trident deals an extra 1d8 piercing damage to creatures that are resistant or immune to fire damage.

## Man-Catcher

*Weapon (trident), uncommon*

The prongs of this long trident curve outward and magically attempt to snap shut around its targets. This weapon has the reach property. When you hit a Medium or smaller creature with the trident, you can use a bonus action to close the prongs around the target. The creature must succeed on a DC 14 Strength saving throw or become grappled by you. You can maintain this grapple using the trident even if they are 10 feet away from you, using the reach of the weapon. A grappled creature can use its action to repeat the saving throw, freeing itself on a success.

## Trident of Glaciers

*Weapon (trident), rare*

The haft of this trident is wrapped in white fur. This magical weapon deals an extra 1d8 cold damage.

As an action you can throw the trident at a creature or point within 60 feet of you. On impact, the trident releases a burst of freezing energy in a 15-foot radius. Each creature in the area must succeed on a DC 15 Constitution saving throw or take 2d6 cold damage and have their speed reduced to 0 until the end of their next turn. All open water in the area freezes, potentially trapping creatures within. A trapped creature is restrained by the ice, and can use their action to make a DC 15 Strength check, breaking free on a success. Once used, this property of the weapon can't be used again until the next dawn.

Trishula

## Leviathan Hunter

*Weapon (trident), very rare (requires attunement)*

This turquoise trident has a ghostly chain wrapped around its length. You gain a +1 bonus to attack and damage rolls with this magic weapon, and you have advantage on attacks against Gargantuan creatures using it. As a bonus action, you can recall the trident to your hand as long as it is within 1 mile of you.

When you hit a Gargantuan creature with the trident, you can use both of your hands to grasp hold of the trident's magic chain, tethering the creature to you. While holding the chain, you have advantage on ability checks and saving throws to avoid being moved against your will, and your speed drops to 5 feet. The tethered creature's speed is halved, and it must succeed on a DC 19 Strength check to move away from you. As an action, you can reel in the chain and pull the creature towards you a number of feet equal to 5 x your Strength modifier. If you are moved against your will, your grasp of the chain fails and the tethered creature goes free.

## Trishula

*Weapon (trident), legendary (requires attunement)*

Said to be the personal weapon of Shiva, the three heads of this weapon represent the cosmic trinity of mind, body, and soul. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d6 radiant damage. This weapon has the finesse and reach properties, and counts as a monk weapon.

Once per turn when you hit a creature with the trident, you can invoke one of the three parts of the trinity to impose a different effect:

***Mind.*** You learn the target's Intelligence, Wisdom, and Charisma bonuses. The creature must succeed on a DC 22 Wisdom saving throw or be charmed by you until the end of your next turn.

***Body.*** You learn the target's Strength, Dexterity, and Constitution bonuses. The creature must succeed on a DC 22 Constitution saving throw or be stunned until the end of your next turn.

***Soul.*** The creature must succeed on a DC 22 Charisma saving throw or be frightened by you until the end of your next turn. Also on a failed save, if the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane.

# War Picks

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Prospector's Pickaxe | common |
| 2 | Sparking Pick | uncommon |
| 3 | Kobold Gempick | uncommon |
| 4 | Ice Pick | rare |
| 5 | Pick of Sundering | very rare |
| 6 | Diamond Pickaxe | legendary |

## Prospector's Pickaxe

*Weapon (war pick), common*

This adamantine pick was made for mining, but is capable against flesh and stone alike. Any hit you score with the pick against an object is a critical hit.

While within 30 feet of a valuable ore or metal, the head of the pick softly glows a color corresponding to the ore. For instance, it glows yellow in the presence of gold, or white in the presence of silver.

## Sparking Pick

*Weapon (war pick), uncommon*

Cascades of sparks burst from this pick when striking metal. When you hit a construct or creature wearing metal armor using the weapon, it deals an extra 2d4 lightning damage.

## Kobold Gempick

*Weapon (war pick), uncommon (requires attunement by a spellcaster)*

This war pick was wrought from discolored gemstone using draconic magic. This weapon acts an arcane focus.

While holding the pick, you can expend a spell slot as a bonus action to charge it with energy. For 1 minute, you gain a +1 bonus to attack rolls with the pick, and a bonus to damage rolls equal to the level of the slot expended.

## Ice Pick

*Weapon (war pick), rare (requires attunement)*

The head of this pick always seems to be covered in a layer of frost, and develops icicles if left undisturbed for too long. A chain extends from the pommel of the pick, able to be attached to a gauntlet or bracer. You have advantage on checks made to climb using the pick, and climbing icy surfaces using it doesn't

Ice Pick

Knightly Warhammer

cost you extra movement. This weapon has the thrown (15/30) property, and it deals an extra 1d6 cold damage.

If the pick's chain is attached to your gauntlet or bracer, it magically extends its length to the distance you throw it. After throwing the weapon, you can use a bonus action to retract the chain and pull yourself to the target, landing in an unoccupied space within 5 feet of it. Alternatively, you can use a bonus action to retract the chain and try to pull the target towards yourself. The target must succeed on a DC 16 Strength saving throw or be pulled to you, landing in an unoccupied space within 5 feet of you. The target has advantage on its saving throw if it is larger than you. On a successful save, the pick merely returns to your hand.

### Pick of Sundering

*Weapon (war pick), very rare*

The spike of this pick is intensely sharp, able to punch gaping holes in enemy armor that reverberate with destructive energy. You gain a +2 bonus to attack and damage rolls with this magic weapon. This weapon deals an extra 2d8 thunder damage to constructs.

When you score a critical hit against a creature wearing nonmagical armor, you can imbue the strike with magical reverberations. The armor is shattered into pieces and destroyed. Once used, this property of the weapon can't be used again until the next dawn.

### Diamond Pickaxe

*Weapon (war pick), legendary (requires attunement)*

The head of this pickaxe is made entirely of scintillating crystal extracted from deep within the Underdark. You gain a +3 bonus to attack and damage rolls with this magic weapon. While attuned to the pickaxe, you have darkvision with a radius of 300 feet, and you can cast the *mage hand* and *mold earth* XGE cantrips.

As an action you can attempt to crack the defenses of a creature, making one attack with the pick. If the attack hits, the target is magically exposed until the start of your next turn. For the duration, whenever a creature attacks the exposed target, the attacker can roll a d6 and add the number rolled to the attack roll.

## Warhammers

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Longhammer | common |
| 2 | Hammer of Returning | uncommon |
| 3 | Mithral Hammer | uncommon |
| 4 | Knightly Warhammer | rare |
| 5 | Meteorite Hammer | very rare |
| 6 | Order | legendary |

### Longhammer

*Weapon (warhammer), common*

This long warhammer would be unwieldy without the magical enchantments that keep it balanced in the hand. When wielding the hammer in two hands, it has the reach property, and you have advantage on ability checks and saving throws to avoid being disarmed of it.

### Hammer of Returning

*Weapon (warhammer), uncommon (requires attunement)*

The haft of this warhammer is carved with geometric arrow patterns. When wielding the hammer in one hand, it has the thrown (range 20/40) property.

If the hammer is within 120 feet of you, you can magically recall it to your hand as a bonus action.

### Mithral Hammer

*Weapon (warhammer), uncommon*

Light as a feather, the head of this hammer was forged out of pure mithral by an elven master. This weapon has the light and finesse properties.

### Knightly Warhammer

*Weapon (warhammer), rare (requires attunement)*

The head of this spiked warhammer is inlaid with gold filigree, fit for a knight of the highest esteem. You gain a +1 bonus to attack and damage rolls with this magic weapon.

Once per turn when you hit a creature with the hammer, you can magically compel it to fight you. Until the start of your next turn, the target has disadvantage on any attack roll that isn't against you. A creature that can't be charmed is immune to this effect.

While mounted, your attacks with the hammer score a critical hit on a roll of 19-20.

### Meteorite Hammer

*Weapon (warhammer), very rare (requires attunement)*

The dark metal of this hammer softly pulses with cosmic energy. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it does an additional 1d8 force damage.

The hammer has 3 charges, regaining all expended charges daily at dawn. While holding it, you can spend 2 charges to cast the *minute meteors* [XGE] spell. For the spell's duration, the hammer doesn't deal its additional force damage.

As an action you can spend 1 charge and throw the hammer into the air, where it descends onto a creature of your choice within 60 feet of you. There must be at least 30 feet of open air above the creature, or the hammer simply returns to your hand. When the hammer descends upon a creature, it and each other creature within 5 feet of it must make a DC 16 Dexterity saving throw. A creature takes 4d8 force damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw by 5 or more is also stunned until the start of your next turn. At the end of your turn, the hammer magically returns to your hand.

### Order

*Weapon (warhammer), legendary (requires attunement)*

Perfectly proportioned, with a featureless rectangular box for a head, this warhammer was created to enforce universal order. The hammer always does the maximum amount of damage, instead of rolling damage dice. If you hit an aberration or fey with the hammer, the attack deals an additional 10 force damage.

Whenever you make an attack roll using the hammer, you can treat a d20 roll of 9 or lower as a 10.

The hammer has 3 charges, regaining all expended charges daily at dawn. When you make a saving throw, you can spend 1 charge to treat a d20 roll of 9 or lower on that roll as a 10.

When a creature within 30 feet of you attempts to teleport or travel between planes, you can spend 1 charge as a reaction and force them to make a DC 19 Charisma saving throw. On a failed save, the target is prevented from teleporting or plane shifting. Any action, spell slot, or resource used in the creature's attempt is wasted.

***Cursed.*** Being forged of fundamental order, the hammer abhores aberrations and fey. If any such creature attempts to attune to the hammer, they take 50 force damage and are forced to drop the hammer.

## Whips

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Red Whip | common |
| 2 | Cracking Whip | uncommon |
| 3 | Lightning Whip | rare |
| 4 | Flamelash | rare |
| 5 | Razorwhip | very rare |
| 6 | Gloombringer | legendary |

### Red Whip

*Weapon (whip), common (requires attunement)*

The length of this whip is a conspicuous crimson color. This whip has the light property, and while attuned to it, your movement speed is increased by 5 feet.

### Cracking Whip

*Weapon (whip), uncommon*

This whip cracks with the sound of thunder, disorienting those it strikes. The whip deals an extra 1d4 thunder damage.

When you hit a creature with the whip and the result on the thunder damage roll is a 4, or if it was a critical hit, the whip cracks with sound that is audible within 300 feet of you. The target is momentarily distracted, and has disadvantage on the first attack roll it makes on its next turn. A creature that can't be deafened is immune to this effect.

Lightning Whip

### Lightning Whip
*Weapon (whip), rare*

The length of this whip is made of buzzing electricity that comes alive when in use. The whip deals an extra 2d4 lightning damage.

The whip has 4 charges, regaining 1d4 charges each day at dawn. When you hit a creature with the whip, you can spend 1 charge to deal an additional 2d4 lightning damage, and it can't take reactions until the start of its next turn.

### Flamelash
*Weapon (whip), rare*

Hot to the touch, this whip flares with heat when swung through the air. The whip deals an extra 2d4 fire damage.

As an action, you can sweep the whip around you in a 10-foot radius, creating a whirl of flame. Each hostile creature in the area must make a DC 15 Dexterity saving throw, taking 6d4 fire damage on a failed saving throw, or half as much damage on a success. Once used, this property of the weapon can't be used again for 1 minute, and the whip doesn't deal its extra fire damage for that time.

You can cast the *searing smite* spell while holding the whip (DC 15). Once cast, this property of the weapon can't be used again until the next dawn.

### Razorwhip
*Weapon (whip), very rare*

The length of this whip is a thin, silvery cord that is sharp to the touch. You gain a +2 bonus to attack and damage rolls with this magic weapon, and it does an additional 3d4 slashing damage.

Your attack rolls with the whip score a critical hit on a roll of 19-20.

When you hit a creature with the whip, you can attempt to bleed the target. The creature must succeed on a DC 17 Constitution saving throw or begin bleeding for 1 minute. A bleeding creature loses 4d4 hitpoints and repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs, elementals, and undead are immune to this effect. This property can be used twice, regaining all expended uses daily at dawn.

### Gloombringer
*Weapon (whip), legendary (requires attunement)*

This black whip drips with negative energy, which saps the joy from all those it strikes. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it does an additional 4d4 psychic damage. This weapon has the light property, and its reach is 15 feet.

As an action, you can magically extend the whip and make one attack with it against a creature within 30 feet of you. If the attack hits, it deals an extra 2d4 psychic damage, and the target must succeed on a DC 17 Strength saving throw or be pulled up to 20 feet towards you.

The whip has 6 charges, regaining 1d4 charges nightly at midnight. You can spend 1 charge to cast the *calm emotions* spell (DC 17).

When you hit a creature with the whip, you can spend 1 charge to attempt to sap it of all motivation. The creature must make a DC 17 Charisma saving throw. On a failed save, the creature's movement speed is halved and it has disadvantage on ability checks and attack rolls until the end of its next turn. A creature that can't be charmed is immune to this effect.

When you score a critical hit on a creature with the whip, you can spend 1 charge to fill it with catatonic despair. The creature must succeed on a DC 17 Charisma saving throw or be paralyzed until the start of your next turn. A creature that can't be charmed is immune to this effect.

## Blowguns

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Powerful Blowgun | common |
| 2 | Airgun | uncommon |
| 3 | Dual Blowgun | uncommon |
| 4 | Iztlactli | rare |
| 5 | Firespitter | very rare |
| 6 | Rust-on-the-Wind | legendary |

### Powerful Blowgun
*Weapon (blowgun), common*

This masterwork blowgun accelerates its darts with magical speed. This blowgun deals an extra 1d6 piercing damage.

### Airgun
*Weapon (blowgun), uncommon*

This blowgun has the appearance of a wooden flute. The weapon doesn't require ammunition, projecting magical blasts of air instead of using blowdarts. The blowgun lacks the loading property, and deals an extra 1d6 thunder damage. When you are hidden from a creature and miss it with an attack using the blowgun, making the attack doesn't reveal your position.

### Dual Blowgun
*Weapon (blowgun), uncommon*

This blowgun has two adjacent tubes that can be loaded with darts and fired with a single breath. This blowgun deals an extra 1d8 piercing damage. When you take the Attack action using the blowgun, you can make one additional attack with it against the same target, ignoring the weapon's usual loading property.

### Iztlactli
*Weapon (blowgun), rare*

This wooden blowgun is intricately carved with reliefs of crossing serpents, and wrapped with cords of snakeskin. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it deals an extra 1d8 poison damage.

When you hit a creature using the blowgun, you can cause the poison to sink in deeply. The target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of your next turn. While poisoned, the target is stunned. Once used, this property of the weapon can't be used again until the next dawn.

### Firespitter
*Weapon (blowgun), very rare*

Embossed with images of golden dragons, this steel blowgun turns its darts into whirling streams of flame. You gain a +2 bonus to attack and damage rolls with this magic weapon, and it deals an extra 2d6 fire damage.

Once per turn when you make an attack using the blowgun, you can choose to ignite the projectile, projecting a line of flame 5 feet wide that extends out from you to the target. Each creature in the line excluding you and the target must make a DC 16 Dexterity saving throw, taking 4d6 fire damage on a failed save, and half as much damage on a successful one.

The blowgun has 4 charges, regaining 1d4 charges daily at dawn. While holding the blowgun, you can spend charges to cast the *burning hands* (1 charge) or *fireball* (3 charges) spells (DC 16).

### Rust-on-the-Wind
*Weapon (blowgun), legendary*

Built to counteract the metal armor of an invading army, this blowgun is infused with the essence of an elder rust monster. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it deals an extra 2d6 acid damage. The blowgun's range is doubled, and it lacks the loading property.

The blowgun has 8 charges, regaining 1d6 charges daily at dawn. When you hit a creature wearing metal armor or wielding a metal shield, you can spend 1 charge to corrode the target's equipment. The target's armor or shield (your choice) takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed, unless the object is magical.

## Hand Crossbows

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Clip-Fed Crossbow | common |
| 2 | Quickdraw Crossbow | uncommon |
| 3 | Crossbow Akimbo | rare |
| 4 | Grapple Launcher | rare |
| 5 | Flying Crossbow | very rare |
| 6 | Assassin's Wristbow | legendary |

### Clip-Fed Crossbow
*Weapon (hand crossbow), common*

This hand crossbow can store up to 5 bolts in itself, magically reloading itself as bolts are launched. The crossbow lacks the loading property. Once five shots have been made with the crossbow, it must be reloaded with new crossbow bolts as an action before it can be used again.

### Quickdraw Crossbow
*Weapon (hand crossbow), uncommon (requires attunement)*

Elegantly designed, this crossbow is made to be drawn and loosed in a single motion. When you roll initiative, you can immediately draw and make one attack with the crossbow, before anyone else acts. This attack has advantage if the target is surprised.

## Crossbow Akimbo

*Weapon (hand crossbow), rare*

This bluish hand crossbow is part of a matched set of crossbows that are made to be used together, one in each hand. When holding a *crossbow akimbo* in each hand, you gain the following benefits:

- You gain a +1 bonus to attack and damage rolls with the crossbows.
- When you take the Attack action and attack with one of the crossbows, you can make one attack with the other crossbow as a bonus action.
- Each crossbow ignores the loading property and magically reloads itself, taking crossbow bolts from your person.

## Grapple Launcher

*Weapon (hand crossbow), rare*

This metal hand crossbow has a reel of fine cable attached to it. As an action, you can attach the cable to a bolt and launch it at an object or surface within 60 feet of you, where it embeds until you take an action to detach it. The cable extends from you to the bolt, and acts as a magical rope, but you can't move more than 60 feet away from the bolt while it is embedded. As a bonus action, you can reel the cable and be pulled to the embedded bolt. If the bolt was embedded in a Small or smaller object, the object is instead pulled to you.

## Flying Crossbow

*Weapon (hand crossbow), very rare (requires attunement)*

This small crossbow is painted with wing motifs. You can use a bonus action to toss this magic crossbow into the air and speak the command word. When you do so, the crossbow begins to hover, flies up to 15 feet in a direction you chose, and magically attacks one creature of your choice within 30 feet of it. The crossbow has a +10 bonus to hit and deals 1d8+7 force damage on a hit. The crossbow doesn't use ammunition for its attacks while hovering.

While the crossbow hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the crossbow to attack one creature within 30 feet of it.

After the hovering crossbow attacks for the fourth time, it teleports back into your hand. If you have no hand free, it falls to the ground at your feet. It also ceases to hover if you grasp it or move more than 30 feet away from it.

## Assassin's Wristbow

*Weapon (hand crossbow), legendary (requires attunement)*

Meticulously crafted of dark metal and delicate springs, this folding mechanism of a crossbow fits snugly onto one's wrist. As well as being easy to conceal, its advanced design precludes the need for reloading and even allows it to store special ammunition within itself. You gain a +3 bonus to attack and damage rolls with this magic weapon, and it lacks the loading property. The crossbow magically reloads itself, taking crossbow bolts from your person.

While attuned to the crossbow, you can cast the *misty step* spell at-will.

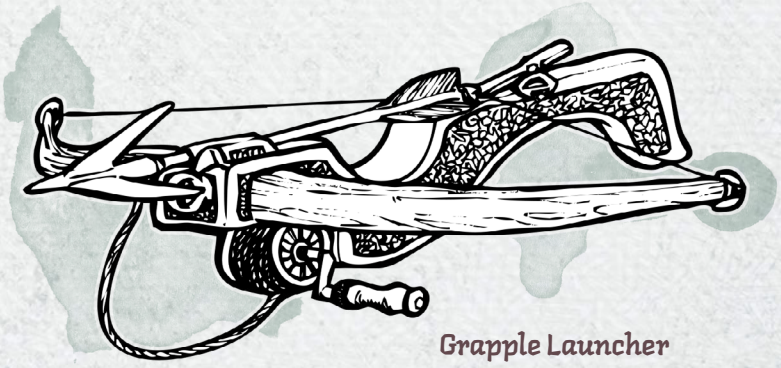
When you make an attack using the crossbow, you can choose to use one of its special-purpose bolts. When you do so, add 1d4 to your attack roll and choose one of the following bolt types:

***Fear.*** On a hit, the target must make a DC 17 Wisdom saving throw. On a failed save, the target becomes frightened of you for 1 minute. A frightened creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, it can repeat the saving throw, ending the effect on itself on a success.

***Incendiary.*** On a hit, the attack deals an extra 4d6 fire damage and the target is set on fire until they or another creature within 5 feet of them uses an action to put out the flames, or if some other effect douses the flames. At the start of each of a burning creature's turns, it takes 2d6 fire damage.

***Sleep.*** On a hit, the target must make a DC 17 Constitution saving throw. On a failed save, the creature falls unconscious for 10 minutes, or until they take damage, or another creature uses an action to shake or slap the sleeper awake.

A bolt that misses its target is wasted. You can use each type of bolt once, regaining all expended uses daily at dawn.



Grapple Launcher

Farsight Arbalest

## Heavy Crossbows

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Marksman's Crossbow | common |
| 2 | Heavier Crossbow | uncommon |
| 3 | Farsight Arbalest | rare |
| 4 | Multibow | rare |
| 5 | Handheld Ballista | very rare |
| 6 | Scorpion | legendary |

### Marksman's Crossbow

*Weapon (heavy crossbow), common*

This crossbow is made to be used from a stable position. Being prone doesn't impose disadvantage on your attacks with the crossbow, instead its range is doubled while you are prone.

### Heavier Crossbow

*Weapon (heavy crossbow), uncommon*

This massive crossbow is exceedingly heavy, and deals damage to match. You have disadvantage on attack rolls with the crossbow unless you have a Strength of 13 or higher. The crossbow's damage die is a d12, and you add your proficiency bonus to your damage rolls made using it.

### Farsight Arbalest

*Weapon (heavy crossbow), rare*

Mounted to the top of this steel crossbow is a small viewport that provides an excellent view of distant targets. Attacking at long range doesn't impose disadvantage on your attacks with the crossbow. As an action, you can focus on a creature you can see that is more than 30 feet away from you. If you make an attack against that creature on your next turn using the crossbow, add 1d4 to your attack roll. On a hit, the attack deals an extra 2d6 piercing damage. You lose your focus if you move or are moved.

### Multibow

*Weapon (heavy crossbow), rare*

This crossbow is specially designed to be able to load and launch multiple bolts at once. You gain a +1 bonus to attack and damage rolls with this magic weapon, and it lacks the loading property.

As an action, you can load the crossbow full of bolts and unleash them in a 15-foot cone. Each creature in the cone must succeed on a DC 15 Dexterity saving throw or take 2d10+1 piercing damage and be pushed 5 feet away from you.

### Handheld Ballista

*Weapon (heavy crossbow), very rare*

Bolts loose from this heavy crossbow smash into stone like a siege weapon. You gain a +2 bonus to attack and damage rolls made with this magic weapon. The crossbow deals double damage to objects and structures. If you hit a construct with the crossbow, the attack deals an extra 1d10 piercing damage.

Once per turn when you hit a creature with the crossbow, it must succeed on a DC 16 Strength saving throw or take an extra 1d10 piercing damage and be knocked prone.

### Scorpion

*Weapon (heavy crossbow), legendary*

An ancient weapon of war, Scorpion is a boxy crossbow fitted with an advanced pulley system augmented with magical enchantments. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Attacking at long range doesn't impose disadvantage on your attacks with the crossbow.

As a bonus action, you can extend a stand from the base of the crossbow and deploy it on the ground. While deployed, your movement speed is reduced to 0, the crossbow ignores the loading property and deals an extra 1d10 piercing damage. The crossbow remains deployed until you un-deploy it as a bonus action, or you are moved.

As an action while the crossbow is deployed, you can unleash a devastating shot, making one attack with the crossbow against a creature within 100 feet of you. On a hit, the attack deals an extra 2d10 piercing damage, and the target must succeed on a DC 18 Constitution saving throw or be stunned until the start of your next turn. Once used, this property of the weapon can't be used again until the next dawn.

## Longbows

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Greatbow | common |
| 2 | Frost-Touched Bow | uncommon |
| 3 | Hunter's Bow | rare |
| 4 | Pyrotechnic Bow | rare |
| 5 | Sun-Blotter | very rare |
| 6 | Bow of the Elven Glades | legendary |

### Greatbow

*Weapon (longbow), common*

This longbow requires considerable strength to fully draw. You can use Strength instead of Dexterity for the attack and damage rolls you make using the bow. When you do so, the weapon's damage die is increased to a d10.

### Frost-touched Bow

*Weapon (longbow), uncommon*

Arrows loosed from this bow leave a trail of frost through the air. The bow has 6 charges, regaining 1d4+1 charges daily at dawn. When you hit a creature with the bow, you can expend 1 charge to deal an extra 1d4 cold damage and reduce the target's speed by 10 feet until the end of its next turn.

### Hunter's Bow

*Weapon (longbow), uncommon (requires attunement)*

This bow is decorated with eagle feathers and notched with tally marks. While attuned to the bow, your movement speed is increased by 10 feet, and you can cast the *hunter's mark* spell. Once you cast the spell using the bow, you can't do so again until the next dawn.

Attacking at long range doesn't impose disadvantage on your attacks with the bow against creatures under the effect of your *hunter's mark* spell.

### Pyrotechnic Bow

*Weapon (longbow), rare*

Arrows loosed from this bow can explode into crackling bursts of flame. The bow has 4 charges, regaining 1d4 charges daily at dawn. When you make an attack with the bow, you can expend 1 charge to prime the arrow to explode. On a hit, the target takes an additional 1d8 fire damage. Hit or miss, the arrow then explodes. The target and each creature within 5 feet of it must succeed on a Constitution saving throw or take 2d8 thunder damage and be deafened until the end of their next turn.

### Sun-Blotter

*Weapon (longbow), very rare*

Named for its ability to fill the sky with arrows, this longbow can spell doom to amassed foes. You gain a +1 bonus to attack and damage rolls with this magic weapon.

The bow has 2 charges, regaining all expended charges daily at dawn. While holding the bow, you can spend 1 charge to cast the *conjure volley* spell (DC 16). When you do so, you can choose a number of creatures equal to your Dexterity modifier. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage from it. You can also choose to spend an additional charge to double the radius of the spell.

### Bow of the Elven Glades

*Weapon (longbow), legendary (requires attunement by an elf)*

With a string made from the hair of an ancient elf, and limbs carved from the wood of a great immortal tree, this bow embodies the peerless archery of the elven people, and is awarded only to its greatest of champions. You gain a +3 bonus to attack and damage rolls with this magic weapon. If you attack an elf with the bow, the attack automatically misses.

While attuned to the bow, your movement speed is increased by 10 feet, you can't be charmed, and you have advantage on Dexterity (Stealth) checks as well as Wisdom saving throws.

The bow has 8 charges, regaining 1d6+1 charges daily at dawn. While holding the bow, you can expend charges to cast the following spells (DC 19):

*locate animals or plants* (1 charge), *conjure barrage* (2 charges), *tree stride* (3 charges), and *swift quiver* (4 charges).

When you make an attack roll with the bow and miss, you can spend 1 charge to reroll one of the dice once.

Whenever you hit the same creature with two or more attacks with the bow on the same turn, your movement speed increases by 15 feet until the end of the turn.

***Cursed.*** The bow does not abide being handled by those other than the fair folk. If a creature other than a fey or an elf picks up the bow, they must succeed on a DC 19 Charisma saving throw or be cursed for 24 hours. A cursed creature has disadvantage on attack rolls and saving throws.

## Nets

| d6 | Weapon | Rarity |
|---|---|---|
| 1 | Steel Net | common |
| 2 | Ghost Net | uncommon |
| 3 | Gladiator's Net | rare |
| 4 | Bleeding Net | rare |
| 5 | Net of Anchoring | very rare |
| 6 | Kraken Catcher | legendary |

### Steel Net

*Weapon (net), common*

This net is sturdier than most, constructed out of metal magically imbued with the flexibility of rope. The DC to escape the net is 13, it has an AC of 15, and it can withstand 10 slashing damage before breaking. If the net is broken, it magically repairs itself after 1 minute.

### Ghost Net

*Weapon (net), uncommon*

The semi-translucent strands of this net are capable of extending into the Ethereal plane. If the net is broken, it magically repairs itself after 1 minute.

If you can see into the Ethereal Plane, you can target creatures in that plane with your attacks using the net. A creature on the Ethereal plane that starts its turn restrained by the net must succeed on a DC 13 Charisma saving throw or be forced into the Material Plane. A creature that has the Incorporeal Movement feature can't use it while restrained by the net.

Net of Anchoring

### Gladiator's Net

*Weapon (net), uncommon*

Built for arena combat, this weighted net is surprisingly easy to throw. The DC to escape the net is 13, and being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with it. If the net is broken, it magically repairs itself after 1 minute.

When you take the Attack action and attack with a one-handed melee weapon, you can use a bonus action to draw the net and make one attack with it.

### Bleeding Net

*Weapon (net), rare*

This cruel net is fitted with barbs and hooks that stick into flesh, bleeding its victims while they try to escape. The DC to escape the net is 14, and being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with it. The net can withstand 15 slashing damage before breaking, and if the net is broken, it magically repairs itself after 1 minute.

A creature that starts its turn restrained by the net loses 1d6 hitpoints from blood loss. A creature that fails the Strength check to escape from the net also loses these hitpoints.

### Net of Anchoring
*Weapon (net), very rare*

This magical net is woven with powerful runes that impede spellcasting and planar travel. The DC to escape the net is 16, and being within 5 feet of a hostile creature doesn't impose disadvantage on your attack rolls with it. The net can withstand 30 slashing damage before breaking, and if the net is broken, it magically repairs itself after 1 minute.

The net is able to magically restrain formless or Huge creatures, but such creatures have advantage on their Strength checks made to escape from the net.

A creature restrained by the net can't teleport or travel between planes, and takes 3d8 force damage at the start of each of its turns. If this damage reduces the target to 0 hitpoints, the target is stabilized, and it doesn't take damage from the net while unconscious. Additionally, other creatures have advantage on their saving throws against the restrained creature's spells and magical effects.

### Kraken Catcher
*Weapon (net), legendary (requires attunement)*

Created to ensnare the largest and deadliest of catches, this net can capture and subdue even the most titanic creatures of the multiverse. The DC to escape the net is 20, and its range is increased to 60/120. The net can withstand 40 slashing damage before breaking, and if the net is broken, it magically repairs itself after 1 minute.

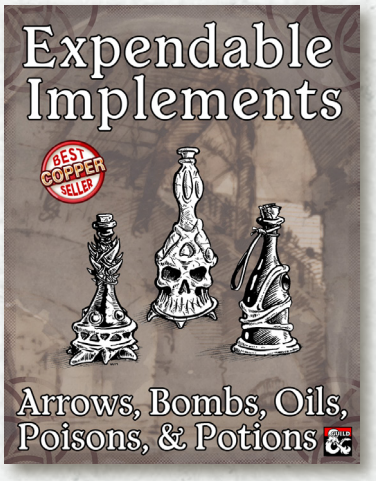
The net is able to restrain creatures of any size, as the net magically grows in size to match the target's.

A creature that starts its turn restrained by the net must make a DC 20 Constitution saving throw, taking 2d8 lightning and 2d8 thunder damage on a failed save, or half as much on a success. If this damage reduces the target to 0 hitpoints, the target is stabilized, and doesn't take damage from the net while unconscious. A creature that fails this saving throw by 5 or more is also stunned until the start of its next turn.

As an action or bonus action while a creature is restrained by the net, you can magically drag the creature up to 30 feet towards you, as long as you are within 600 feet of it.

As a bonus action while attuned to the net, you can magically recall it to your hand. Any creature that was restrained by the net is freed, and the net instantly repairs itself if it was damaged or broken.


## Looking for some arrows for that magical bow? Or perhaps a poison to go with that shiny new dagger? Check out *Expendable Implements*:

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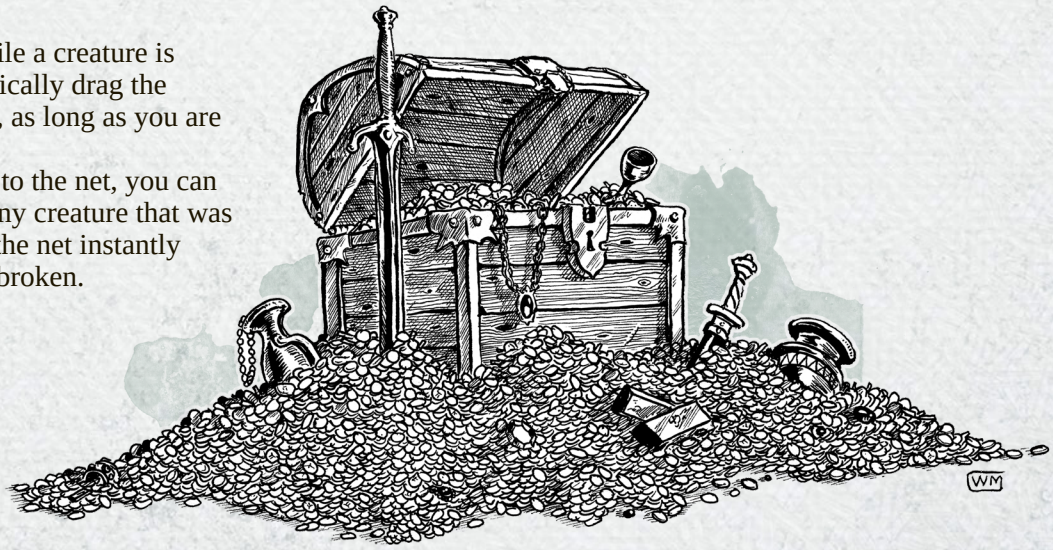


# Appendix: Tables

## Items by Rarity

### Common Weapons

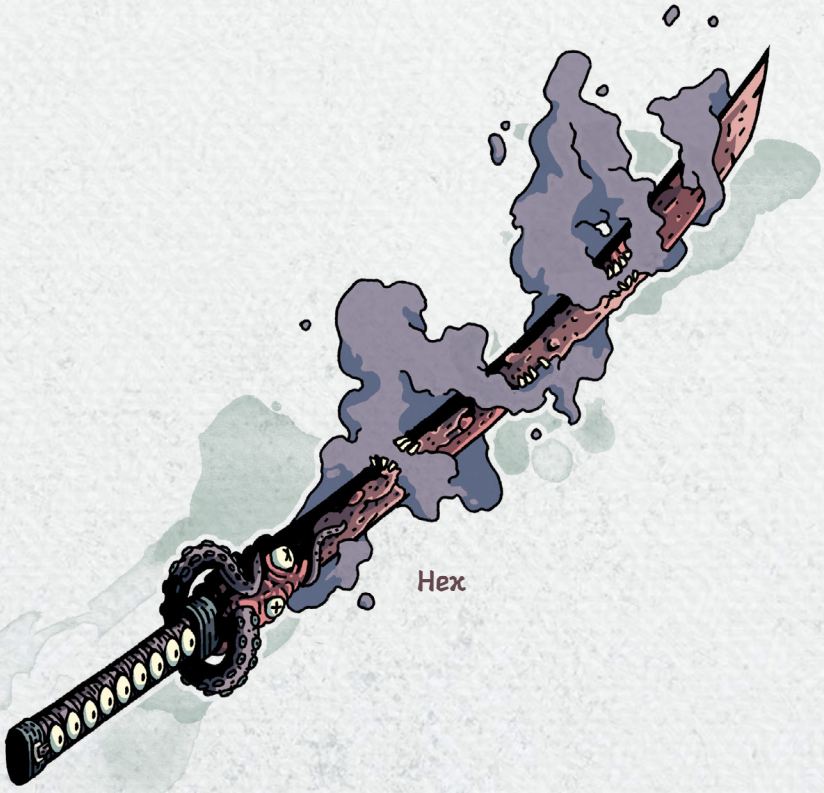
| d100 | Weapon | Type |
|---|---|---|
| 1-4 | Thief's Sap | Club |
| 5-6 | Trick Dagger | Dagger |
| 7-9 | Pathfinder's Tomahawk | Handaxe |
| 10-12 | Woodsman's Hatchet | Handaxe |
| 13-15 | Walloping Javelin | Javelin |
| 16-18 | Hammer Light | Light Hammer |
| 19-20 | Hammer of Equality | Light Hammer |
| 21-22 | Cleric's Cudgel | Mace |
| 23-25 | Knockstaff | Quarterstaff |
| 26-27 | Sickle of Equality | Sickle |
| 28-31 | Long Spear | Spear |
| 32-33 | Folding Crossbow | Light Crossbow |
| 34-36 | Smoke Dart | Dart |
| 37-38 | Harp Bow | Shortbow |
| 39-40 | Flail Sling | Sling |
| 41-43 | Healer's Handwraps | Handwraps |
| 44-45 | Throwing Battleaxe | Battleaxe |
| 46-47 | Extendo-Flail | Flail |
| 48-50 | Flagbearer's Glaive | Glaive |
| 51-52 | Shovel Blade | Greataxe |
| 53-56 | Heirloom Sword | Greatsword |
| 57-58 | Telescoping Axe | Halberd |
| 59-61 | Jousting Lance | Lance |
| 62-64 | Gilded Sword | Longsword |
| 65-66 | Sledge Maul | Maul |
| 67-68 | Safety Star | Morningstar |
| 69-70 | Two-Part Pike | Pike |
| 71-73 | Gentleman's Smallsword | Rapier |
| 74-76 | Desert Wanderer's Blade | Scimitar |
| 77-78 | Longknife | Shortsword |
| 79-80 | Sharkfisher Trident | Trident |
| 81-82 | Prospector's Pickaxe | War Pick |
| 83-85 | Longhammer | Warhammer |
| 86-88 | Red Whip | Whip |
| 89-90 | Powerful Blowgun | Blowgun |
| 91-92 | Clip-Fed Crossbow | Hand Crossbow |
| 93-94 | Marksman's Crossbow | Heavy Crossbow |
| 95-99 | Greatbow | Longbow |
| 00 | Steel Net | Net |

### Uncommon Weapons

| d100 | Weapon | Type |
|---|---|---|
| 1-2 | Saguaro Club | Club |
| 3-4 | Totem Club | Club |
| 5-6 | Chef's Dagger | Dagger |
| 7-8 | Great Wallop | Greatclub |
| 9-10 | Bandit's Kanabo | Greatclub |
| 11-12 | Hawk Axe | Handaxe |
| 13-14 | Whaler's Harpoon | Javelin |
| 15-16 | Throwing Torch | Javelin |
| 17-18 | Demolition Hammer | Light Hammer |
| 19-20 | Glowforge Hammer | Light Hammer |
| 21-22 | Windmace | Mace |
| 23-24 | Staff of the Otter | Quarterstaff |
| 25-26 | Airglider Staff | Quarterstaff |
| 27-28 | Reaping Sickle | Sickle |
| 29-30 | Scorpion's Sting | Sickle |
| 31-32 | Polar Spear | Spear |
| 33-34 | Muffled Crossbow | Light Crossbow |
| 35-36 | Tracking Dart | Dart |
| 37-38 | Dart of Returning | Dart |
| 39-40 | Windborne Bow | Shortbow |
| 41-42 | Accelerated Sling | Sling |
| 43-44 | Handwraps of the Boxer | Handwraps |
| 45-46 | Splitting Axe | Battleaxe |
| 47-48 | Sticky Flail | Flail |
| 49-50 | Censer Flail | Flail |
| 51-52 | Duelist's Naginata | Glaive |
| 53-54 | Raider's Axe | Greataxe |
| 55 | Retribution | Greatsword |
| 56-57 | Guard-Captain's Halberd | Halberd |
| 58-59 | The Weary Halberdier | Halberd |
| 60-61 | Flamelance | Lance |
| 62 | Grace | Longsword |
| 63-64 | Thunderstone Maul | Maul |
| 65-66 | Crystal Maul | Maul |
| 67-68 | Malicious Morningstar | Morningstar |
| 69 | Goedendag | Morningstar |
| 70-71 | Frontline Pike | Pike |
| 72-73 | Naval Jack | Rapier |
| 74-75 | Jolly Roger | Scimitar |
| 76-77 | Syringe | Shortsword |
| 78 | Lava Fisher | Trident |
| 79-80 | Man-Catcher | Trident |
| 81-82 | Sparking Pick | War Pick |
| 83-84 | Kobold Gempick | War Pick |
| 85-86 | Hammer of Returning | Warhammer |
| 87-88 | Mithral Hammer | Warhammer |
| 89-90 | Cracking Whip | Whip |
| 91-92 | Airgun | Blowgun |
| 93 | Dual Blowgun | Blowgun |
| 94-95 | Quickdraw Crossbow | Hand Crossbow |
| 96-97 | Heavier Crossbow | Heavy Crossbow |
| 98-99 | Frost-Touched Bow | Longbow |
| 00 | Ghost Net | Net |

## Rare Weapons

| d100 | Weapon | Type |
|---|---|---|
| 1 | Gong Striker | Club |
| 2-3 | Shadow Dagger | Dagger |
| 4-5 | Greater Totem Club | Greatclub |
| 6-7 | Ogre Magi's Wand | Greatclub |
| 8-9 | Berserking Axe | Handaxe |
| 10-11 | Immovable Javelin | Javelin |
| 12-13 | Dwarven Arrow | Light Hammer |
| 14 | Mace of the War Mage | Mace |
| 15-16 | Glassbreaker | Mace |
| 17 | Protector's Staff | Quarterstaff |
| 18-19 | Paper Kama | Sickle |
| 20-21 | Exorcist's Stake | Spear |
| 22-23 | Griffon Spear | Spear |
| 24 | Shotbow | Light Crossbow |
| 25-26 | Ricocheting Crossbow | Light Crossbow |
| 27-28 | Bouncing Shuriken | Dart |
| 29-30 | Ambusher's Bow | Shortbow |
| 31-32 | Ankheg Bow | Shortbow |
| 33-34 | Stunning Sling | Sling |
| 35-36 | Handheld Trebuchet | Sling |
| 37-38 | Elegant Handwraps | Handwraps |
| 39-40 | Infused Handwraps | Handwraps |
| 41-42 | Blood Axe | Battleaxe |
| 43-44 | Runic Axe | Battleaxe |
| 45-46 | Frozen Flail | Flail |
| 47-48 | Ghost Glaive | Glaive |
| 49 | Jademelt | Glaive |
| 50-51 | Torturer's Axe | Greataxe |
| 52-53 | Glacier's Edge | Greataxe |
| 54-55 | Valor | Greatsword |
| 56 | Hex | Greatsword |
| 57 | Sword-Taker | Halberd |
| 58-59 | Phase Lance | Lance |
| 60 | Lance of the Knight-Commander | Lance |
| 61-62 | Gish | Longsword |
| 63-64 | Spar | Longsword |
| 65 | Shield-Splinterer | Maul |
| 66-67 | Shockingstar | Morningstar |
| 68-69 | Holdfast Pike | Pike |
| 70-71 | Meteor Pike | Pike |
| 72-73 | Rapscallion | Rapier |
| 74-75 | Roguish Cur | Rapier |
| 76-77 | Mirage | Scimitar |
| 78-79 | Jutsu | Scimitar |
| 80-81 | Wyrmtooth | Shortsword |
| 82-83 | Veinpiercer | Shortsword |
| 84 | Trident of Glaciers | Trident |
| 85-86 | Ice Pick | War Pick |
| 87-88 | Knightly Warhammer | Warhammer |
| 89 | Lightning Whip | Whip |
| 90 | Flamelash | Whip |
| 91 | Iztlactli | Blowgun |
| 92 | Crossbow Akimbo | Hand Crossbow |
| 93 | Grapple Launcher | Hand Crossbow |
| 94 | Farsight Arbalest | Heavy Crossbow |
| 95 | Multibow | Heavy Crossbow |
| 96-97 | Hunter's Bow | Longbow |
| 98 | Pyrotechnic Bow | Longbow |
| 99 | Gladiator's Net | Net |
| 00 | Bleeding Net | Net |



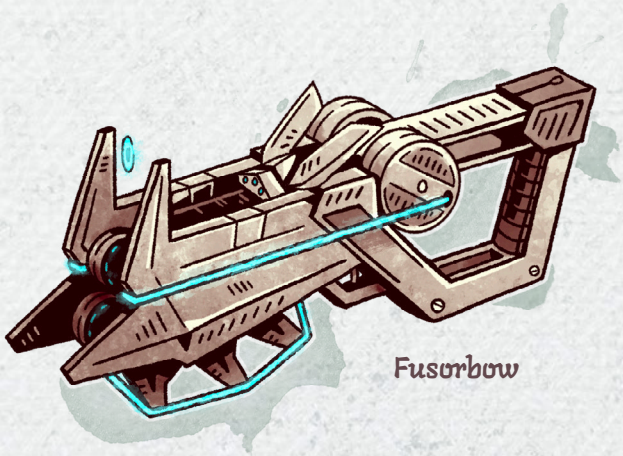

ART BY DIREQUEST

## Very Rare Weapons

| d100 | Weapon | Type |
|---|---|---|
| 1-3 | Tonfa of Speed | Club |
| 4-6 | Blink Dagger | Dagger |
| 7-8 | Last Gasp | Dagger |
| 9-11 | Iron Bar of Warding | Greatclub |
| 12-14 | Booming Axe | Handaxe |
| 15-17 | Hero's Triumph | Javelin |
| 18-20 | Prince's Virge | Mace |
| 21-23 | Staff of the Swan | Quarterstaff |
| 24-25 | Umber Mandible | Sickle |
| 26-28 | Hoplite's Doru | Spear |
| 29-31 | Fusorbow | Light Crossbow |
| 32-35 | Ethereal Dart | Dart |
| 36-37 | Spore Launcher | Shortbow |
| 38-39 | Stranger Sling | Sling |
| 40-41 | Flame Fists | Handwraps |
| 42-44 | Axe of Leadership | Battleaxe |
| 45-46 | Snail Flail | Flail |
| 47-49 | Oni Glaive | Glaive |
| 50-52 | Great Runic Axe | Greataxe |
| 53-54 | A Sword of Ice and Fire | Greatsword |
| 55-57 | Night's Axe | Halberd |
| 58-59 | Thunder-Runner's Charge | Lance |
| 60-62 | Terror | Longsword |
| 63-65 | Bonebreaker | Maul |
| 66-68 | Star Shard | Morningstar |
| 69-70 | Squid Bite | Pike |
| 71-73 | Quill | Rapier |
| 74-76 | Wavecutter | Scimitar |
| 77-79 | Icicle | Shortsword |
| 80-81 | Leviathan Hunter | Trident |
| 82-83 | Pick of Sundering | War Pick |
| 84-86 | Meteorite Hammer | Warhammer |
| 87-89 | Razorwhip | Whip |
| 90-92 | Firespitter | Blowgun |
| 93-94 | Flying Crossbow | Hand Crossbow |
| 95-96 | Handheld Ballista | Heavy Crossbow |
| 97-98 | Sun-Blotter | Longbow |
| 99-00 | Net of Anchoring | Net |

## Legendary Weapons

| d100 | Weapon | Type |
|---|---|---|
| 1-3 | Tonfa of Exceptional Grace | Club |
| 4-6 | Devil Dagger | Dagger |
| 7-9 | Pillar of the Earth | Greatclub |
| 10-11 | The First Axe | Handaxe |
| 12-14 | Assegai of the Bull | Javelin |
| 15-17 | Gavel of Storms | Light Hammer |
| 18-19 | Corona | Mace |
| 20-21 | Ruyi Jingu Bang | Quarterstaff |
| 22-24 | Harbinger | Sickle |
| 25-26 | Gungnir | Spear |
| 27-29 | Vampire's End | Light Crossbow |
| 30-32 | Throwing Star | Dart |
| 33-34 | Tengri's Call | Shortbow |
| 35-36 | Goliath Slayer | Sling |
| 37-39 | Wrappings of One Hundred Strikes | Handwraps |
| 40-42 | Forest's Bane | Battleaxe |
| 43-44 | Flind Flail | Flail |
| 45-46 | Green Dragon Crescent Blade | Glaive |
| 47-49 | Hydra Slayer | Greataxe |
| 50-52 | Dawn | Greatsword |
| 53-55 | To Arms, Lads! | Halberd |
| 56-58 | Rainbow Lance | Lance |
| 59-60 | Skofnung | Longsword |
| 61-62 | Hammer of the Dwarven Halls | Maul |
| 63-65 | Mourning Star | Morningstar |
| 66-67 | Red Viper | Pike |
| 68-69 | Needle | Rapier |
| 70-72 | Space Sword | Scimitar |
| 73-75 | Reverb | Shortsword |
| 76-77 | Trishula | Trident |
| 78-79 | Diamond Pickaxe | War Pick |
| 80-82 | Order | Warhammer |
| 83-85 | Gloombringer | Whip |
| 86-88 | Rust-on-the-Wind | Blowgun |
| 89-91 | Assassin's Wristbow | Hand Crossbow |
| 92-94 | Scorpion | Heavy Crossbow |
| 95-97 | Bow of the Elven Glades | Longbow |
| 98-00 | Kraken Catcher | Net |



Fusorbow

# Items by Category

## Simple Weapons

| 2d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 2 | Tonfa of Speed | Club | very rare |
| 3 | Blink Dagger | Dagger | very rare |
| 4 | Last Gasp | Dagger | very rare |
| 5 | Iron Bar of Warding | Greatclub | very rare |
| 6 | Booming Axe | Handaxe | very rare |
| 7 | Hero's Triumph | Javelin | very rare |
| 8 | Prince's Virge | Mace | very rare |
| 9 | Staff of the Swan | Quarterstaff | very rare |
| 10 | Umber Mandible | Sickle | very rare |
| 11 | Hoplite's Doru | Spear | very rare |
| 12 | Fusorbow | Light Crossbow | very rare |
| 13 | Ethereal Dart | Dart | very rare |
| 14 | Spore Launcher | Shortbow | very rare |
| 15 | Stranger Sling | Sling | very rare |
| 16 | Flame Fists | Handwraps | very rare |
| 17-18 | Gong Striker | Club | rare |
| 19-20 | Shadow Dagger | Dagger | rare |
| 21-22 | Greater Totem Club | Greatclub | rare |
| 23-24 | Ogre Magi's Wand | Greatclub | rare |
| 25-26 | Berserking Axe | Handaxe | rare |
| 27-28 | Immovable Javelin | Javelin | rare |
| 29-30 | Dwarven Arrow | Light Hammer | rare |
| 31-32 | Mace of the War Mage | Mace | rare |
| 33-34 | Glassbreaker | Mace | rare |
| 35-36 | Protector's Staff | Quarterstaff | rare |
| 37-38 | Paper Kama | Sickle | rare |
| 39-40 | Exorcist's Stake | Spear | rare |
| 41-42 | Griffon Spear | Spear | rare |
| 43-44 | Shotbow | Light Crossbow | rare |
| 45-46 | Ricocheting Crossbow | Light Crossbow | rare |
| 47-48 | Bouncing Shuriken | Dart | rare |
| 49-50 | Ambusher's Bow | Shortbow | rare |
| 51-52 | Ankheg Bow | Shortbow | rare |
| 53-54 | Stunning Sling | Sling | rare |
| 55-56 | Handheld Trebuchet | Sling | rare |
| 57-58 | Elegant Handwraps | Handwraps | rare |
| 59-60 | Infused Handwraps | Handwraps | rare |
| 61-64 | Thief's Sap | Club | common |
| 65-68 | Trick Dagger | Dagger | common |
| 69-71 | Pathfinder's Tomahawk | Handaxe | common |
| 72-75 | Woodsman's Hatchet | Handaxe | common |
| 76-79 | Walloping Javelin | Javelin | common |
| 80-83 | Hammer Light | Light Hammer | common |
| 84-87 | Hammer of Equality | Light Hammer | common |
| 88-90 | Cleric's Cudgel | Mace | common |
| 91-94 | Knockstaff | Quarterstaff | common |
| 95-97 | Sickle of Equality | Sickle | common |
| 98-101 | Long Spear | Spear | common |
| 102-105 | Folding Crossbow | Light Crossbow | common |
| 106-109 | Smoke Dart | Dart | common |
| 110-112 | Harp Bow | Shortbow | common |
| 113-115 | Flail Sling | Sling | common |
| 116-119 | Healer's Handwraps | Handwraps | common |
| 120-122 | Saguaro Club | Club | uncommon |
| 123-125 | Totem Club | Club | uncommon |
| 126-128 | Chef's Dagger | Dagger | uncommon |
| 129-131 | Great Wallop | Greatclub | uncommon |
| 132-134 | Bandit's Kanabo | Greatclub | uncommon |
| 135-137 | Hawk Axe | Handaxe | uncommon |
| 138-140 | Whaler's Harpoon | Javelin | uncommon |
| 141-143 | Throwing Torch | Javelin | uncommon |
| 144-146 | Demolition Hammer | Light Hammer | uncommon |
| 147-149 | Glowforge Hammer | Light Hammer | uncommon |
| 150-152 | Windmace | Mace | uncommon |
| 153-155 | Staff of the Otter | Quarterstaff | uncommon |
| 156-158 | Airglider Staff | Quarterstaff | uncommon |
| 159-161 | Reaping Sickle | Sickle | uncommon |
| 162-164 | Scorpion's Sting | Sickle | uncommon |
| 165-167 | Polar Spear | Spear | uncommon |
| 168-170 | Muffled Crossbow | Light Crossbow | uncommon |
| 171-173 | Tracking Dart | Dart | uncommon |
| 174-176 | Dart of Returning | Dart | uncommon |
| 177-179 | Windborne Bow | Shortbow | uncommon |
| 180-182 | Accelerated Sling | Sling | uncommon |
| 183-185 | Handwraps of the Boxer | Handwraps | uncommon |
| 186 | Tonfa of Exceptional Grace | Club | legendary |
| 187 | Devil Dagger | Dagger | legendary |
| 188 | Pillar of the Earth | Greatclub | legendary |
| 189 | The First Axe | Handaxe | legendary |
| 190 | Assegai of the Bull | Javelin | legendary |
| 191 | Gavel of Storms | Light Hammer | legendary |
| 192 | Corona | Mace | legendary |
| 193 | Ruyi Jingu Bang | Quarterstaff | legendary |
| 194 | Harbinger | Sickle | legendary |
| 195 | Gungnir | Spear | legendary |
| 196 | Vampire's End | Light Crossbow | legendary |
| 197 | Throwing Star | Dart | legendary |
| 198 | Tengri's Call | Shortbow | legendary |
| 199 | Goliath Slayer | Sling | legendary |
| 200 | Wrappings of One Hundred Strikes | Handwraps | legendary |

## Simple Melee Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Thief's Sap | Club | common |
| 4-5 | Trick Dagger | Dagger | common |
| 6-8 | Pathfinder's Tomahawk | Handaxe | common |
| 9-10 | Woodsman's Hatchet | Handaxe | common |
| 11-13 | Walloping Javelin | Javelin | common |
| 14-16 | Hammer Light | Light Hammer | common |
| 17-18 | Hammer of Equality | Light Hammer | common |
| 19-20 | Cleric's Cudgel | Mace | common |
| 21-23 | Knockstaff | Quarterstaff | common |
| 24-25 | Sickle of Equality | Sickle | common |
| 26-27 | Long Spear | Spear | common |
| 28-29 | Healer's Handwraps | Handwraps | common |
| 30-31 | Saguaro Club | Club | uncommon |
| 32-33 | Totem Club | Club | uncommon |
| 34-35 | Chef's Dagger | Dagger | uncommon |
| 36-37 | Great Wallop | Greatclub | uncommon |
| 38-39 | Bandit's Kanabo | Greatclub | uncommon |
| 40-41 | Hawk Axe | Handaxe | uncommon |
| 42-43 | Whaler's Harpoon | Javelin | uncommon |
| 44-45 | Throwing Torch | Javelin | uncommon |
| 46-47 | Demolition Hammer | Light Hammer | uncommon |
| 48-49 | Glowforge Hammer | Light Hammer | uncommon |
| 50-51 | Windmace | Mace | uncommon |
| 52-53 | Staff of the Otter | Quarterstaff | uncommon |
| 54-55 | Airglider Staff | Quarterstaff | uncommon |
| 56-57 | Reaping Sickle | Sickle | uncommon |
| 58-59 | Scorpion's Sting | Sickle | uncommon |
| 60-61 | Polar Spear | Spear | uncommon |
| 62-63 | Handwraps of the Boxer | Handwraps | uncommon |
| 64 | Gong Striker | Club | rare |
| 65 | Shadow Dagger | Dagger | rare |
| 66 | Greater Totem Club | Greatclub | rare |
| 67 | Ogre Magi's Wand | Greatclub | rare |
| 68 | Berserking Axe | Handaxe | rare |
| 69 | Immovable Javelin | Javelin | rare |
| 70 | Dwarven Arrow | Light Hammer | rare |
| 71 | Mace of the War Mage | Mace | rare |
| 72 | Glassbreaker | Mace | rare |
| 73 | Protector's Staff | Quarterstaff | rare |
| 74 | Paper Kama | Sickle | rare |
| 75 | Exorcist's Stake | Spear | rare |
| 76 | Griffon Spear | Spear | rare |
| 77 | Elegant Handwraps | Handwraps | rare |
| 78 | Infused Handwraps | Handwraps | rare |
| 79 | Tonfa of Speed | Club | very rare |
| 80 | Blink Dagger | Dagger | very rare |
| 81 | Last Gasp | Dagger | very rare |
| 82 | Iron Bar of Warding | Greatclub | very rare |
| 83 | Booming Axe | Handaxe | very rare |
| 84 | Hero's Triumph | Javelin | very rare |
| 85 | Prince's Virge | Mace | very rare |
| 86 | Staff of the Swan | Quarterstaff | very rare |
| 87 | Umber Mandible | Sickle | very rare |
| 88 | Hoplite's Doru | Spear | very rare |
| 89 | Flame Fists | Handwraps | very rare |
| 90 | Tonfa of Exceptional Grace | Club | legendary |
| 91 | Devil Dagger | Dagger | legendary |
| 92 | Pillar of the Earth | Greatclub | legendary |
| 93 | The First Axe | Handaxe | legendary |
| 94 | Assegai of the Bull | Javelin | legendary |
| 95 | Gavel of Storms | Light Hammer | legendary |
| 96 | Corona | Mace | legendary |
| 97 | Ruyi Jingu Bang | Quarterstaff | legendary |
| 98 | Harbinger | Sickle | legendary |
| 99 | Gungnir | Spear | legendary |
| 00 | Wrappings of One Hundred Strikes | Handwraps | legendary |

## Simple Ranged Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-7 | Folding Crossbow | Light Crossbow | common |
| 8-14 | Smoke Dart | Dart | common |
| 15-21 | Harp Bow | Shortbow | common |
| 22-27 | Flail Sling | Sling | common |
| 28-32 | Muffled Crossbow | Light Crossbow | uncommon |
| 33-37 | Tracking Dart | Dart | uncommon |
| 38-42 | Dart of Returning | Dart | uncommon |
| 43-47 | Windborne Bow | Shortbow | uncommon |
| 48-52 | Accelerated Sling | Sling | uncommon |
| 53-56 | Shotbow | Light Crossbow | rare |
| 57-60 | Ricocheting Crossbow | Light Crossbow | rare |
| 61-64 | Bouncing Shuriken | Dart | rare |
| 65-68 | Ambusher's Bow | Shortbow | rare |
| 69-72 | Ankheg Bow | Shortbow | rare |
| 73-76 | Stunning Sling | Sling | rare |
| 77-80 | Handheld Trebuchet | Sling | rare |
| 81-83 | Fusorbow | Light Crossbow | very rare |
| 84-86 | Ethereal Dart | Dart | very rare |
| 87-89 | Spore Launcher | Shortbow | very rare |
| 90-92 | Stranger Sling | Sling | very rare |
| 93-94 | Vampire's End | Light Crossbow | legendary |
| 95-96 | Throwing Star | Dart | legendary |
| 97-98 | Tengri's Call | Shortbow | legendary |
| 99-00 | Goliath Slayer | Sling | legendary |

*Stunning Sling*

## Martial Weapons

| 3d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 3-4 | Axe of Leadership | Battleaxe | very rare |
| 5-6 | Snail Flail | Flail | very rare |
| 7-8 | Oni Glaive | Glaive | very rare |
| 9-10 | Great Runic Axe | Greataxe | very rare |
| 11-12 | A Sword of Ice and Fire | Greatsword | very rare |
| 13-14 | Night's Axe | Halberd | very rare |
| 15-16 | Thunder-Runner's Charge | Lance | very rare |
| 17-18 | Terror | Longsword | very rare |
| 19-20 | Bonebreaker | Maul | very rare |
| 21-22 | Star Shard | Morningstar | very rare |
| 23-24 | Squid Bite | Pike | very rare |
| 25-26 | Quill | Rapier | very rare |
| 27-28 | Wavecutter | Scimitar | very rare |
| 29-30 | Icicle | Shortsword | very rare |
| 31-32 | Leviathan Hunter | Trident | very rare |
| 33-34 | Pick of Sundering | War Pick | very rare |
| 35-36 | Meteorite Hammer | Warhammer | very rare |
| 37-38 | Razorwhip | Whip | very rare |
| 39-40 | Firespitter | Blowgun | very rare |
| 41-42 | Flying Crossbow | Hand Crossbow | very rare |
| 43-44 | Handheld Ballista | Heavy Crossbow | very rare |
| 45-46 | Sun-Blotter | Longbow | very rare |
| 47-48 | Net of Anchoring | Net | very rare |
| 49-50 | Blood Axe | Battleaxe | rare |
| 51-52 | Runic Axe | Battleaxe | rare |
| 53-54 | Frozen Flail | Flail | rare |
| 55-56 | Ghost Glaive | Glaive | rare |
| 57-58 | Jademelt | Glaive | rare |
| 59-60 | Torturer's Axe | Greataxe | rare |
| 61-62 | Glacier's Edge | Greataxe | rare |
| 63-64 | Valor | Greatsword | rare |
| 65-66 | Hex | Greatsword | rare |
| 67-68 | Sword-Taker | Halberd | rare |
| 69-70 | Phase Lance | Lance | rare |
| 71-72 | Lance of the Knight-Commander | Lance | rare |
| 73-74 | Gish | Longsword | rare |
| 75-76 | Spar | Longsword | rare |
| 77-78 | Shield-Splinterer | Maul | rare |
| 79-80 | Shockingstar | Morningstar | rare |
| 81-82 | Holdfast Pike | Pike | rare |
| 83-84 | Meteor Pike | Pike | rare |
| 85-86 | Rapscallion | Rapier | rare |
| 87-88 | Roguish Cur | Rapier | rare |
| 89-90 | Mirage | Scimitar | rare |
| 91-92 | Jutsu | Scimitar | rare |
| 93-94 | Wyrmtooth | Shortsword | rare |
| 95-96 | Veinpiercer | Shortsword | rare |
| 97-98 | Trident of Glaciers | Trident | rare |
| 99-00 | Ice Pick | War Pick | rare |

| 3d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 101-102 | Knightly Warhammer | Warhammer | rare |
| 103-104 | Lightning Whip | Whip | rare |
| 105-106 | Flamelash | Whip | rare |
| 107-108 | Iztlactli | Blowgun | rare |
| 109-110 | Crossbow Akimbo | Hand Crossbow | rare |
| 111-112 | Grapple Launcher | Hand Crossbow | rare |
| 113-114 | Farsight Arbalest | Heavy Crossbow | rare |
| 115-116 | Multibow | Heavy Crossbow | rare |
| 117-118 | Hunter's Bow | Longbow | rare |
| 119-120 | Pyrotechnic Bow | Longbow | rare |
| 121-122 | Gladiator's Net | Net | rare |
| 123-124 | Bleeding Net | Net | rare |
| 125-127 | Throwing Battleaxe | Battleaxe | common |
| 128-130 | Extendo-Flail | Flail | common |
| 131-133 | Flagbearer's Glaive | Glaive | common |
| 134-136 | Shovel Blade | Greataxe | common |
| 137-139 | Heirloom Sword | Greatsword | common |
| 140-142 | Telescoping Axe | Halberd | common |
| 143-145 | Jousting Lance | Lance | common |
| 146-148 | Gilded Sword | Longsword | common |
| 149-151 | Sledge Maul | Maul | common |
| 152-154 | Safety Star | Morningstar | common |
| 155-157 | Two-Part Pike | Pike | common |
| 158-160 | Gentleman's Smallsword | Rapier | common |
| 161-163 | Desert Wanderer's Blade | Scimitar | common |
| 164-166 | Longknife | Shortsword | common |
| 167-169 | Sharkfisher Trident | Trident | common |
| 170-172 | Prospector's Pickaxe | War Pick | common |
| 173-175 | Longhammer | Warhammer | common |
| 176-178 | Red Whip | Whip | common |
| 179-180 | Powerful Blowgun | Blowgun | common |
| 181-183 | Clip-Fed Crossbow | Hand Crossbow | common |
| 184-186 | Marksman's Crossbow | Heavy Crossbow | common |
| 187-189 | Greatbow | Longbow | common |
| 190-191 | Steel Net | Net | common |
| 192-193 | Splitting Axe | Battleaxe | uncommon |
| 194-195 | Sticky Flail | Flail | uncommon |
| 196-198 | Censer Flail | Flail | uncommon |
| 199-200 | Duelist's Naginata | Glaive | uncommon |

| 3d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 201-203 | Raider's Axe | Greataxe | uncommon |
| 204-205 | Retribution | Greatsword | uncommon |
| 206-208 | Guard-Captain's Halberd | Halberd | uncommon |
| 209-211 | The Weary Halberdier | Halberd | uncommon |
| 212-214 | Flamelance | Lance | uncommon |
| 215-217 | Grace | Longsword | uncommon |
| 218-220 | Thunderstone Maul | Maul | uncommon |
| 221-223 | Crystal Maul | Maul | uncommon |
| 224-226 | Malicious Morningstar | Morningstar | uncommon |
| 227-229 | Goedendag | Morningstar | uncommon |
| 230-232 | Frontline Pike | Pike | uncommon |
| 233-235 | Naval Jack | Rapier | uncommon |
| 236-238 | Jolly Roger | Scimitar | uncommon |
| 239-241 | Syringe | Shortsword | uncommon |
| 242-244 | Lava Fisher | Trident | uncommon |
| 245-247 | Man-Catcher | Trident | uncommon |
| 248-249 | Sparking Pick | War Pick | uncommon |
| 250-252 | Kobold Gempick | War Pick | uncommon |
| 253-255 | Hammer of Returning | Warhammer | uncommon |
| 256-257 | Mithral Hammer | Warhammer | uncommon |
| 258-260 | Cracking Whip | Whip | uncommon |
| 261-263 | Airgun | Blowgun | uncommon |
| 264-266 | Dual Blowgun | Blowgun | uncommon |
| 267-269 | Quickdraw Crossbow | Hand Crossbow | uncommon |
| 270-272 | Heavier Crossbow | Heavy Crossbow | uncommon |
| 273-275 | Frost-Touched Bow | Longbow | uncommon |
| 276-277 | Ghost Net | Net | uncommon |
| 278 | Forest's Bane | Battleaxe | legendary |
| 279 | Flind Flail | Flail | legendary |
| 280 | Green Dragon Crescent Blade | Glaive | legendary |
| 281 | Hydra Slayer | Greataxe | legendary |
| 282 | Dawn | Greatsword | legendary |
| 283 | To Arms, Lads! | Halberd | legendary |
| 284 | Rainbow Lance | Lance | legendary |
| 285 | Skofnung | Longsword | legendary |
| 286 | Hammer of the Dwarven Halls | Maul | legendary |
| 287 | Mourning Star | Morningstar | legendary |
| 288 | Red Viper | Pike | legendary |
| 289 | Needle | Rapier | legendary |
| 290 | Space Sword | Scimitar | legendary |
| 291 | Reverb | Shortsword | legendary |
| 292 | Trishula | Trident | legendary |
| 293 | Diamond Pickaxe | War Pick | legendary |
| 294 | Order | Warhammer | legendary |
| 295 | Gloombringer | Whip | legendary |
| 296 | Rust-on-the-Wind | Blowgun | legendary |
| 297 | Assassin's Wristbow | Hand Crossbow | legendary |
| 298 | Scorpion | Heavy Crossbow | legendary |
| 299 | Bow of the Elven Glades | Longbow | legendary |
| 300 | Kraken Catcher | Net | legendary |

## Martial Melee Weapons

| 2d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 2-3 | Axe of Leadership | Battleaxe | very rare |
| 4-5 | Snail Flail | Flail | very rare |
| 6-7 | Oni Glaive | Glaive | very rare |
| 8-9 | Great Runic Axe | Greataxe | very rare |
| 10-11 | A Sword of Ice and Fire | Greatsword | very rare |
| 12-13 | Night's Axe | Halberd | very rare |
| 14-15 | Thunder-Runner's Charge | Lance | very rare |
| 16-17 | Terror | Longsword | very rare |
| 18-19 | Bonebreaker | Maul | very rare |
| 20-21 | Star Shard | Morningstar | very rare |
| 22-23 | Squid Bite | Pike | very rare |
| 24-25 | Quill | Rapier | very rare |
| 26-27 | Wavecutter | Scimitar | very rare |
| 28-29 | Icicle | Shortsword | very rare |
| 30-31 | Leviathan Hunter | Trident | very rare |
| 32-33 | Pick of Sundering | War Pick | very rare |
| 34-35 | Meteorite Hammer | Warhammer | very rare |
| 36-37 | Razorwhip | Whip | very rare |
| 38-39 | Blood Axe | Battleaxe | rare |
| 40-41 | Runic Axe | Battleaxe | rare |
| 42-43 | Frozen Flail | Flail | rare |
| 44-45 | Ghost Glaive | Glaive | rare |
| 46-47 | Jademelt | Glaive | rare |
| 48-49 | Torturer's Axe | Greataxe | rare |
| 50-51 | Glacier's Edge | Greataxe | rare |
| 52-53 | Valor | Greatsword | rare |
| 54-55 | Hex | Greatsword | rare |
| 56-57 | Sword-Taker | Halberd | rare |
| 58-59 | Phase Lance | Lance | rare |
| 60-61 | Lance of the Knight-Commander | Lance | rare |
| 62-63 | Gish | Longsword | rare |
| 64-65 | Spar | Longsword | rare |
| 66-67 | Shield-Splinterer | Maul | rare |
| 68-69 | Shockingstar | Morningstar | rare |
| 70-71 | Holdfast Pike | Pike | rare |
| 72-73 | Meteor Pike | Pike | rare |
| 74-75 | Rapscallion | Rapier | rare |
| 76-77 | Roguish Cur | Rapier | rare |
| 78-79 | Mirage | Scimitar | rare |
| 80-81 | Jutsu | Scimitar | rare |
| 82-83 | Wyrmtooth | Shortsword | rare |
| 84-85 | Veinpiercer | Shortsword | rare |
| 86-87 | Trident of Glaciers | Trident | rare |
| 88-89 | Ice Pick | War Pick | rare |
| 90-91 | Knightly Warhammer | Warhammer | rare |
| 92-93 | Lightning Whip | Whip | rare |
| 94-95 | Flamelash | Whip | rare |
| 96-97 | Throwing Battleaxe | Battleaxe | common |
| 98-99 | Extendo-Flail | Flail | common |
| 100-102 | Flagbearer's Glaive | Glaive | common |
| 103-104 | Shovel Blade | Greataxe | common |
| 105-106 | Heirloom Sword | Greatsword | common |
| 107-108 | Telescoping Axe | Halberd | common |
| 109-110 | Jousting Lance | Lance | common |
| 111-112 | Gilded Sword | Longsword | common |

| 2d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 113-114 | Sledge Maul | Maul | common |
| 115-116 | Safety Star | Morningstar | common |
| 117-118 | Two-Part Pike | Pike | common |
| 119-120 | Gentleman's Smallsword | Rapier | common |
| 121-122 | Desert Wanderer's Blade | Scimitar | common |
| 123-124 | Longknife | Shortsword | common |
| 125-126 | Sharkfisher Trident | Trident | common |
| 127-128 | Prospector's Pickaxe | War Pick | common |
| 129-130 | Longhammer | Warhammer | common |
| 131-132 | Red Whip | Whip | common |
| 133-134 | Splitting Axe | Battleaxe | uncommon |
| 135-136 | Sticky Flail | Flail | uncommon |
| 137-138 | Censer Flail | Flail | uncommon |
| 139-140 | Duelist's Naginata | Glaive | uncommon |
| 141-142 | Raider's Axe | Greataxe | uncommon |
| 143-144 | Retribution | Greatsword | uncommon |
| 145-146 | Guard-Captain's Halberd | Halberd | uncommon |
| 147-148 | The Weary Halberdier | Halberd | uncommon |
| 149-150 | Flamelance | Lance | uncommon |
| 151-152 | Grace | Longsword | uncommon |
| 153-154 | Thunderstone Maul | Maul | uncommon |
| 155-156 | Crystal Maul | Maul | uncommon |
| 157-158 | Malicious Morningstar | Morningstar | uncommon |
| 159-160 | Goedendag | Morningstar | uncommon |
| 161-162 | Frontline Pike | Pike | uncommon |
| 163-164 | Naval Jack | Rapier | uncommon |
| 165-166 | Jolly Roger | Scimitar | uncommon |
| 167-168 | Syringe | Shortsword | uncommon |
| 169-170 | Lava Fisher | Trident | uncommon |
| 171-172 | Man-Catcher | Trident | uncommon |
| 173-174 | Sparking Pick | War Pick | uncommon |
| 175-176 | Kobold Gempick | War Pick | uncommon |
| 177-178 | Hammer of Returning | Warhammer | uncommon |
| 179-180 | Mithral Hammer | Warhammer | uncommon |
| 181-182 | Cracking Whip | Whip | uncommon |
| 183 | Forest's Bane | Battleaxe | legendary |
| 184 | Flind Flail | Flail | legendary |
| 185 | Green Dragon Crescent Blade | Glaive | legendary |
| 186 | Hydra Slayer | Greataxe | legendary |
| 187 | Dawn | Greatsword | legendary |
| 188 | To Arms, Lads! | Halberd | legendary |
| 189 | Rainbow Lance | Lance | legendary |
| 190 | Skofnung | Longsword | legendary |
| 191 | Hammer of the Dwarven Halls | Maul | legendary |
| 192 | Mourning Star | Morningstar | legendary |
| 193 | Red Viper | Pike | legendary |
| 194 | Needle | Rapier | legendary |
| 195 | Space Sword | Scimitar | legendary |
| 196 | Reverb | Shortsword | legendary |
| 197 | Trishula | Trident | legendary |
| 198 | Diamond Pickaxe | War Pick | legendary |
| 199 | Order | Warhammer | legendary |
| 200 | Gloombringer | Whip | legendary |

## Martial Ranged Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-6 | Powerful Blowgun | Blowgun | common |
| 7-12 | Clip-Fed Crossbow | Hand Crossbow | common |
| 13-18 | Marksman's Crossbow | Heavy Crossbow | common |
| 19-24 | Greatbow | Longbow | common |
| 25-30 | Steel Net | Net | common |
| 31-35 | Airgun | Blowgun | uncommon |
| 36-40 | Dual Blowgun | Blowgun | uncommon |
| 41-45 | Quickdraw Crossbow | Hand Crossbow | uncommon |
| 46-49 | Heavier Crossbow | Heavy Crossbow | uncommon |
| 50-54 | Frost-Touched Bow | Longbow | uncommon |
| 55-58 | Ghost Net | Net | uncommon |
| 59-61 | Iztlactli | Blowgun | rare |
| 62-64 | Crossbow Akimbo | Hand Crossbow | rare |
| 65-67 | Grapple Launcher | Hand Crossbow | rare |
| 68-70 | Farsight Arbalest | Heavy Crossbow | rare |
| 71-73 | Multibow | Heavy Crossbow | rare |
| 74-76 | Hunter's Bow | Longbow | rare |
| 77-79 | Pyrotechnic Bow | Longbow | rare |
| 80-82 | Gladiator's Net | Net | rare |
| 83-85 | Bleeding Net | Net | rare |
| 86-87 | Firespitter | Blowgun | very rare |
| 88-89 | Flying Crossbow | Hand Crossbow | very rare |
| 90-91 | Handheld Ballista | Heavy Crossbow | very rare |
| 92-93 | Sun-Blotter | Longbow | very rare |
| 94-95 | Net of Anchoring | Net | very rare |
| 96 | Rust-on-the-Wind | Blowgun | legendary |
| 97 | Assassin's Wristbow | Hand Crossbow | legendary |
| 98 | Scorpion | Heavy Crossbow | legendary |
| 99 | Bow of the Elven Glades | Longbow | legendary |
| 00 | Kraken Catcher | Net | legendary |

## Finesse Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Thief's Sap | Club | common |
| 4-6 | Trick Dagger | Dagger | common |
| 7-8 | Pathfinder's Tomahawk | Handaxe | common |
| 9-11 | Smoke Dart | Dart | common |
| 12-14 | Gentleman's Smallsword | Rapier | common |
| 15-17 | Desert Wanderer's Blade | Scimitar | common |
| 18-20 | Longknife | Shortsword | common |
| 21-23 | Red Whip | Whip | common |
| 24-26 | Chef's Dagger | Dagger | uncommon |
| 27-28 | Hawk Axe | Handaxe | uncommon |
| 29-30 | Windmace | Mace | uncommon |
| 31-33 | Scorpion's Sting | Sickle | uncommon |
| 34-36 | Tracking Dart | Dart | uncommon |
| 37-39 | Dart of Returning | Dart | uncommon |
| 40-41 | Duelist's Naginata | Glaive | uncommon |
| 42-43 | Grace | Longsword | uncommon |
| 44-46 | Naval Jack | Rapier | uncommon |
| 47-49 | Jolly Roger | Scimitar | uncommon |
| 50-52 | Syringe | Shortsword | uncommon |
| 53-54 | Mithral Hammer | Warhammer | uncommon |
| 55-57 | Cracking Whip | Whip | uncommon |
| 58-59 | Shadow Dagger | Dagger | rare |
| 60-61 | Glassbreaker | Mace | rare |
| 62-63 | Paper Kama | Sickle | rare |
| 64-65 | Bouncing Shuriken | Dart | rare |
| 66-67 | Handheld Trebuchet | Sling | rare |
| 68-69 | Rapscallion | Rapier | rare |
| 70-71 | Roguish Cur | Rapier | rare |
| 72-73 | Mirage | Scimitar | rare |
| 74-75 | Jutsu | Scimitar | rare |
| 76-77 | Wyrmtooth | Shortsword | rare |
| 78-79 | Veinpiercer | Shortsword | rare |
| 80-81 | Lightning Whip | Whip | rare |
| 82-83 | Flamelash | Whip | rare |
| 84 | Tonfa of Speed | Club | very rare |
| 85 | Blink Dagger | Dagger | very rare |
| 86 | Last Gasp | Dagger | very rare |
| 87 | Ethereal Dart | Dart | very rare |
| 88 | Quill | Rapier | very rare |
| 89 | Wavecutter | Scimitar | very rare |
| 90 | Icicle | Shortsword | very rare |
| 91 | Razorwhip | Whip | very rare |
| 92 | Tonfa of Exceptional Grace | Club | legendary |
| 93 | Devil Dagger | Dagger | legendary |
| 94 | Throwing Star | Dart | legendary |
| 95 | Red Viper | Pike | legendary |
| 96 | Needle | Rapier | legendary |
| 97 | Space Sword | Scimitar | legendary |
| 98 | Reverb | Shortsword | legendary |
| 99 | Trishula | Trident | legendary |
| 00 | Gloombringer | Whip | legendary |

## Light Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Thief's Sap | Club | common |
| 4-6 | Trick Dagger | Dagger | common |
| 7-9 | Pathfinder's Tomahawk | Handaxe | common |
| 10-12 | Woodsman's Hatchet | Handaxe | common |
| 13-15 | Hammer Light | Light Hammer | common |
| 16-18 | Hammer of Equality | Light Hammer | common |
| 19-21 | Sickle of Equality | Sickle | common |
| 22-24 | Desert Wanderer's Blade | Scimitar | common |
| 25-27 | Longknife | Shortsword | common |
| 28-30 | Red Whip | Whip | common |
| 31-33 | Saguaro Club | Club | uncommon |
| 34-36 | Totem Club | Club | uncommon |
| 37-39 | Chef's Dagger | Dagger | uncommon |
| 40-42 | Hawk Axe | Handaxe | uncommon |
| 43-45 | Demolition Hammer | Light Hammer | uncommon |
| 46-48 | Glowforge Hammer | Light Hammer | uncommon |
| 49-51 | Reaping Sickle | Sickle | uncommon |
| 52-54 | Scorpion's Sting | Sickle | uncommon |
| 55-56 | Grace | Longsword | uncommon |
| 57-59 | Jolly Roger | Scimitar | uncommon |
| 60-62 | Syringe | Shortsword | uncommon |
| 63-64 | Mithral Hammer | Warhammer | uncommon |
| 65-66 | Gong Striker | Club | rare |
| 67-68 | Shadow Dagger | Dagger | rare |
| 69-70 | Berserking Axe | Handaxe | rare |
| 71-72 | Dwarven Arrow | Light Hammer | rare |
| 73-74 | Paper Kama | Sickle | rare |
| 75-76 | Roguish Cur | Rapier | rare |
| 77-78 | Mirage | Scimitar | rare |
| 79-80 | Jutsu | Scimitar | rare |
| 81-82 | Wyrmtooth | Shortsword | rare |
| 83-84 | Veinpiercer | Shortsword | rare |
| 85 | Tonfa of Speed | Club | very rare |
| 86 | Blink Dagger | Dagger | very rare |
| 87 | Last Gasp | Dagger | very rare |
| 88 | Booming Axe | Handaxe | very rare |
| 89 | Umber Mandible | Sickle | very rare |
| 90 | Wavecutter | Scimitar | very rare |
| 91 | Icicle | Shortsword | very rare |
| 92 | Tonfa of Exceptional Grace | Club | legendary |
| 93 | Devil Dagger | Dagger | legendary |
| 94 | The First Axe | Handaxe | legendary |
| 95 | Gavel of Storms | Light Hammer | legendary |
| 96 | Harbinger | Sickle | legendary |
| 97 | Needle | Rapier | legendary |
| 98 | Space Sword | Scimitar | legendary |
| 99 | Reverb | Shortsword | legendary |
| 00 | Gloombringer | Whip | legendary |

## Thrown Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Trick Dagger | Dagger | common |
| 4-6 | Pathfinder's Tomahawk | Handaxe | common |
| 7-9 | Woodsman's Hatchet | Handaxe | common |
| 10-12 | Walloping Javelin | Javelin | common |
| 13-15 | Hammer Light | Light Hammer | common |
| 16-18 | Hammer of Equality | Light Hammer | common |
| 19-21 | Long Spear | Spear | common |
| 22-24 | Smoke Dart | Dart | common |
| 25-26 | Throwing Battleaxe | Battleaxe | common |
| 27-29 | Longknife | Shortsword | common |
| 30-32 | Sharkfisher Trident | Trident | common |
| 33-35 | Steel Net | Net | common |
| 36-37 | Chef's Dagger | Dagger | uncommon |
| 38-39 | Hawk Axe | Handaxe | uncommon |
| 40-41 | Whaler's Harpoon | Javelin | uncommon |
| 42-43 | Throwing Torch | Javelin | uncommon |
| 44-45 | Demolition Hammer | Light Hammer | uncommon |
| 46-47 | Glowforge Hammer | Light Hammer | uncommon |
| 48-49 | Polar Spear | Spear | uncommon |
| 50-51 | Tracking Dart | Dart | uncommon |
| 52-53 | Dart of Returning | Dart | uncommon |
| 54-55 | Lava Fisher | Trident | uncommon |
| 56-57 | Man-Catcher | Trident | uncommon |
| 58-59 | Hammer of Returning | Warhammer | uncommon |
| 60-61 | Ghost Net | Net | uncommon |
| 62-63 | Shadow Dagger | Dagger | rare |
| 64-65 | Berserking Axe | Handaxe | rare |
| 66-67 | Immovable Javelin | Javelin | rare |
| 68-69 | Dwarven Arrow | Light Hammer | rare |
| 70-71 | Exorcist's Stake | Spear | rare |
| 72-73 | Griffon Spear | Spear | rare |
| 74-75 | Bouncing Shuriken | Dart | rare |
| 76-77 | Trident of Glaciers | Trident | rare |
| 78-79 | Ice Pick | War Pick | rare |
| 80-81 | Gladiator's Net | Net | rare |
| 82-83 | Bleeding Net | Net | rare |
| 84 | Blink Dagger | Dagger | very rare |
| 85 | Last Gasp | Dagger | very rare |
| 86 | Booming Axe | Handaxe | very rare |
| 87 | Hero's Triumph | Javelin | very rare |
| 88 | Hoplite's Doru | Spear | very rare |
| 89 | Ethereal Dart | Dart | very rare |
| 90 | Leviathan Hunter | Trident | very rare |
| 91 | Net of Anchoring | Net | very rare |
| 92 | Devil Dagger | Dagger | legendary |
| 93 | The First Axe | Handaxe | legendary |
| 94 | Assegai of the Bull | Javelin | legendary |
| 95 | Gavel of Storms | Light Hammer | legendary |
| 96 | Gungnir | Spear | legendary |
| 97 | Throwing Star | Dart | legendary |
| 98 | Space Sword | Scimitar | legendary |
| 99 | Trishula | Trident | legendary |
| 00 | Kraken Catcher | Net | legendary |

## Reach Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-7 | Long Spear | Spear | common |
| 8-11 | Extendo-Flail | Flail | common |
| 12-15 | Flagbearer's Glaive | Glaive | common |
| 16-19 | Telescoping Axe | Halberd | common |
| 20-23 | Jousting Lance | Lance | common |
| 24-27 | Two-Part Pike | Pike | common |
| 28-31 | Longhammer | Warhammer | common |
| 32-35 | Red Whip | Whip | common |
| 36-38 | Staff of the Otter | Quarterstaff | uncommon |
| 39-41 | Duelist's Naginata | Glaive | uncommon |
| 42-44 | Guard-Captain's Halberd | Halberd | uncommon |
| 45-47 | The Weary Halberdier | Halberd | uncommon |
| 48-50 | Flamelance | Lance | uncommon |
| 51-53 | Frontline Pike | Pike | uncommon |
| 54-56 | Man-Catcher | Trident | uncommon |
| 57-59 | Cracking Whip | Whip | uncommon |
| 60-61 | Paper Kama | Sickle | rare |
| 62-63 | Ghost Glaive | Glaive | rare |
| 64-65 | Jademelt | Glaive | rare |
| 66-67 | Sword-Taker | Halberd | rare |
| 68-69 | Phase Lance | Lance | rare |
| 70-71 | Lance of the Knight-Commander | Lance | rare |
| 72-73 | Holdfast Pike | Pike | rare |
| 74-75 | Meteor Pike | Pike | rare |
| 76-77 | Lightning Whip | Whip | rare |
| 78-79 | Flamelash | Whip | rare |
| 80-81 | Hoplite's Doru | Spear | very rare |
| 82-83 | Snail Flail | Flail | very rare |
| 84-85 | Oni Glaive | Glaive | very rare |
| 86-87 | Night's Axe | Halberd | very rare |
| 88-89 | Thunder-Runner's Charge | Lance | very rare |
| 90-91 | Squid Bite | Pike | very rare |
| 92-93 | Razorwhip | Whip | very rare |
| 94 | Ruyi Jingu Bang | Quarterstaff | legendary |
| 95 | Green Dragon Crescent Blade | Glaive | legendary |
| 96 | To Arms, Lads! | Halberd | legendary |
| 97 | Rainbow Lance | Lance | legendary |
| 98 | Red Viper | Pike | legendary |
| 99 | Trishula | Trident | legendary |
| 00 | Gloombringer | Whip | legendary |

## Heavy Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Flagbearer's Glaive | Glaive | common |
| 4-6 | Shovel Blade | Greataxe | common |
| 7-9 | Heirloom Sword | Greatsword | common |
| 10-12 | Telescoping Axe | Halberd | common |
| 13-15 | Sledge Maul | Maul | common |
| 16-18 | Two-Part Pike | Pike | common |
| 19-20 | Marksman's Crossbow | Heavy Crossbow | common |
| 21-22 | Greatbow | Longbow | common |
| 23-24 | Great Wallop | Greatclub | uncommon |
| 25-27 | Duelist's Naginata | Glaive | uncommon |
| 28-30 | Raider's Axe | Greataxe | uncommon |
| 31-33 | Retribution | Greatsword | uncommon |
| 34-36 | Guard-Captain's Halberd | Halberd | uncommon |
| 37-39 | The Weary Halberdier | Halberd | uncommon |
| 40-42 | Thunderstone Maul | Maul | uncommon |
| 43-45 | Crystal Maul | Maul | uncommon |
| 46-48 | Frontline Pike | Pike | uncommon |
| 49-51 | Heavier Crossbow | Heavy Crossbow | uncommon |
| 52-54 | Frost-Touched Bow | Longbow | uncommon |
| 55-56 | Ghost Glaive | Glaive | rare |
| 57-58 | Jademelt | Glaive | rare |
| 59-60 | Torturer's Axe | Greataxe | rare |
| 61-62 | Glacier's Edge | Greataxe | rare |
| 63-64 | Valor | Greatsword | rare |
| 65-66 | Hex | Greatsword | rare |
| 67-68 | Sword-Taker | Halberd | rare |
| 69-70 | Shield-Splinterer | Maul | rare |
| 71-72 | Holdfast Pike | Pike | rare |
| 73-74 | Meteor Pike | Pike | rare |
| 75-76 | Farsight Arbalest | Heavy Crossbow | rare |
| 77-78 | Multibow | Heavy Crossbow | rare |
| 79-80 | Hunter's Bow | Longbow | rare |
| 81-82 | Pyrotechnic Bow | Longbow | rare |
| 83 | Iron Bar of Warding | Greatclub | very rare |
| 84 | Oni Glaive | Glaive | very rare |
| 85 | Great Runic Axe | Greataxe | very rare |
| 86 | A Sword of Ice and Fire | Greatsword | very rare |
| 87 | Night's Axe | Halberd | very rare |
| 88 | Bonebreaker | Maul | very rare |
| 89 | Squid Bite | Pike | very rare |
| 90 | Handheld Ballista | Heavy Crossbow | very rare |
| 91 | Sun-Blotter | Longbow | very rare |
| 92 | Pillar of the Earth | Greatclub | legendary |
| 93 | Green Dragon Crescent Blade | Glaive | legendary |
| 94 | Hydra Slayer | Greataxe | legendary |
| 95 | Dawn | Greatsword | legendary |
| 96 | To Arms, Lads! | Halberd | legendary |
| 97 | Hammer of the Dwarven Halls | Maul | legendary |
| 98 | Red Viper | Pike | legendary |
| 99 | Scorpion | Heavy Crossbow | legendary |
| 00 | Bow of the Elven Glades | Longbow | legendary |

# Items by Collection

## Polearms

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-4 | Knockstaff | Quarterstaff | common |
| 5-8 | Long Spear | Spear | common |
| 9-12 | Flagbearer's Glaive | Glaive | common |
| 13-16 | Telescoping Axe | Halberd | common |
| 17-20 | Two-Part Pike | Pike | common |
| 21-24 | Sharkfisher Trident | Trident | common |
| 25-28 | Staff of the Otter | Quarterstaff | uncommon |
| 29-32 | Airglider Staff | Quarterstaff | uncommon |
| 33-36 | Polar Spear | Spear | uncommon |
| 37-39 | Duelist's Naginata | Glaive | uncommon |
| 40-42 | Guard-Captain's Halberd | Halberd | uncommon |
| 43-45 | The Weary Halberdier | Halberd | uncommon |
| 46-48 | Frontline Pike | Pike | uncommon |
| 49-51 | Lava Fisher | Trident | uncommon |
| 52-55 | Man-Catcher | Trident | uncommon |
| 56-58 | Protector's Staff | Quarterstaff | rare |
| 59-61 | Exorcist's Stake | Spear | rare |
| 62-64 | Griffon Spear | Spear | rare |
| 65-67 | Ghost Glaive | Glaive | rare |
| 68-70 | Jademelt | Glaive | rare |
| 71-73 | Sword-Taker | Halberd | rare |
| 74-76 | Holdfast Pike | Pike | rare |
| 77-79 | Meteor Pike | Pike | rare |
| 80-82 | Trident of Glaciers | Trident | rare |
| 83-84 | Staff of the Swan | Quarterstaff | very rare |
| 85-86 | Hoplite's Doru | Spear | very rare |
| 87-88 | Oni Glaive | Glaive | very rare |
| 89-90 | Night's Axe | Halberd | very rare |
| 91-92 | Squid Bite | Pike | very rare |
| 93-94 | Leviathan Hunter | Trident | very rare |
| 95 | Ruyi Jingu Bang | Quarterstaff | legendary |
| 96 | Gungnir | Spear | legendary |
| 97 | Green Dragon Crescent Blade | Glaive | legendary |
| 98 | To Arms, Lads! | Halberd | legendary |
| 99 | Red Viper | Pike | legendary |
| 00 | Trishula | Trident | legendary |

## Monk Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-2 | Thief's Sap | Club | common |
| 3-4 | Trick Dagger | Dagger | common |
| 5-6 | Pathfinder's Tomahawk | Handaxe | common |
| 7-8 | Woodsman's Hatchet | Handaxe | common |
| 9-10 | Walloping Javelin | Javelin | common |
| 11-12 | Hammer Light | Light Hammer | common |
| 13-14 | Hammer of Equality | Light Hammer | common |
| 15-16 | Cleric's Cudgel | Mace | common |
| 17-18 | Knockstaff | Quarterstaff | common |
| 19-20 | Sickle of Equality | Sickle | common |
| 21-22 | Long Spear | Spear | common |
| 23-24 | Healer's Handwraps | Handwraps | common |
| 25-26 | Longknife | Shortsword | common |
| 27-28 | Saguaro Club | Club | uncommon |
| 29-30 | Totem Club | Club | uncommon |
| 31-32 | Chef's Dagger | Dagger | uncommon |
| 33-34 | Hawk Axe | Handaxe | uncommon |
| 35-36 | Whaler's Harpoon | Javelin | uncommon |
| 37-38 | Throwing Torch | Javelin | uncommon |
| 39-40 | Demolition Hammer | Light Hammer | uncommon |
| 41-42 | Glowforge Hammer | Light Hammer | uncommon |
| 43-44 | Windmace | Mace | uncommon |
| 45-46 | Staff of the Otter | Quarterstaff | uncommon |
| 47-48 | Airglider Staff | Quarterstaff | uncommon |
| 49-50 | Reaping Sickle | Sickle | uncommon |
| 51-52 | Scorpion's Sting | Sickle | uncommon |
| 53-54 | Polar Spear | Spear | uncommon |
| 55-56 | Handwraps of the Boxer | Handwraps | uncommon |
| 57-58 | Duelist's Naginata | Glaive | uncommon |
| 59 | Syringe | Shortsword | uncommon |
| 60 | Gong Striker | Club | rare |
| 61 | Shadow Dagger | Dagger | rare |
| 62 | Berserking Axe | Handaxe | rare |
| 63 | Immovable Javelin | Javelin | rare |
| 64 | Dwarven Arrow | Light Hammer | rare |
| 65 | Mace of the War Mage | Mace | rare |
| 66 | Glassbreaker | Mace | rare |
| 67 | Protector's Staff | Quarterstaff | rare |
| 68 | Paper Kama | Sickle | rare |
| 69 | Exorcist's Stake | Spear | rare |
| 70 | Griffon Spear | Spear | rare |
| 71 | Elegant Handwraps | Handwraps | rare |
| 72 | Infused Handwraps | Handwraps | rare |
| 73 | Jutsu | Scimitar | rare |
| 74 | Wyrmtooth | Shortsword | rare |
| 75 | Veinpiercer | Shortsword | rare |
| 76 | Tonfa of Speed | Club | very rare |
| 77 | Blink Dagger | Dagger | very rare |
| 78 | Last Gasp | Dagger | very rare |
| 79 | Booming Axe | Handaxe | very rare |
| 80 | Hero's Triumph | Javelin | very rare |
| 81 | Prince's Virge | Mace | very rare |
| 82 | Staff of the Swan | Quarterstaff | very rare |
| 83 | Umber Mandible | Sickle | very rare |
| 84 | Hoplite's Doru | Spear | very rare |
| 85 | Flame Fists | Handwraps | very rare |
| 86 | Icicle | Shortsword | very rare |
| 87 | Tonfa of Exceptional Grace | Club | legendary |
| 88 | Devil Dagger | Dagger | legendary |
| 89 | The First Axe | Handaxe | legendary |
| 90 | Assegai of the Bull | Javelin | legendary |
| 91 | Gavel of Storms | Light Hammer | legendary |
| 92 | Corona | Mace | legendary |
| 93 | Ruyi Jingu Bang | Quarterstaff | legendary |
| 94 | Harbinger | Sickle | legendary |
| 95 | Gungnir | Spear | legendary |
| 96 | Wrappings of One Hundred Strikes | Handwraps | legendary |
| 97 | Red Viper | Pike | legendary |
| 98 | Space Sword | Scimitar | legendary |
| 99 | Reverb | Shortsword | legendary |
| 00 | Trishula | Trident | legendary |

Protector's Staff

## Roguish Weapons

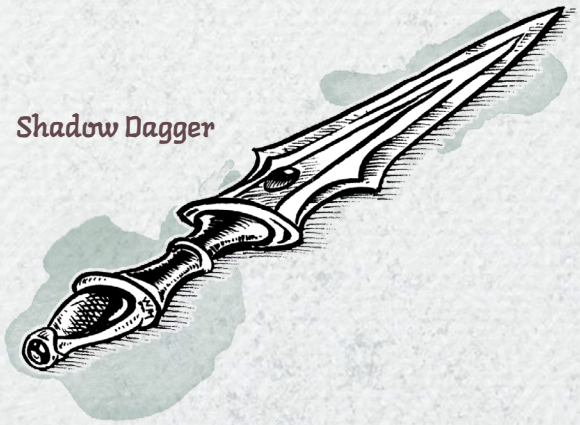
| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-6 | Thief's Sap | Club | common |
| 7-12 | Trick Dagger | Dagger | common |
| 13-18 | Smoke Dart | Dart | common |
| 19-24 | Longknife | Shortsword | common |
| 25-29 | Scorpion's Sting | Sickle | uncommon |
| 30-34 | Muffled Crossbow | Light Crossbow | uncommon |
| 35-39 | Tracking Dart | Dart | uncommon |
| 40-44 | Goedendag | Morningstar | uncommon |
| 45-49 | Naval Jack | Rapier | uncommon |
| 50-54 | Jolly Roger | Scimitar | uncommon |
| 55-59 | Syringe | Shortsword | uncommon |
| 60-64 | Airgun | Blowgun | uncommon |
| 65-69 | Quickdraw Crossbow | Hand Crossbow | uncommon |
| 70-73 | Shadow Dagger | Dagger | rare |
| 74-77 | Glassbreaker | Mace | rare |
| 78-80 | Paper Kama | Sickle | rare |
| 81-84 | Ambusher's Bow | Shortbow | rare |
| 85-87 | Rapscallion | Rapier | rare |
| 88-90 | Roguish Cur | Rapier | rare |
| 91-93 | Veinpiercer | Shortsword | rare |
| 94-96 | Grapple Launcher | Hand Crossbow | rare |
| 97-98 | Blink Dagger | Dagger | very rare |
| 99 | Needle | Rapier | legendary |
| 00 | Assassin's Wristbow | Hand Crossbow | legendary |

## Primal Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-9 | Pathfinder's Tomahawk | Handaxe | common |
| 10-18 | Woodsman's Hatchet | Handaxe | common |
| 19-26 | Saguaro Club | Club | uncommon |
| 27-34 | Totem Club | Club | uncommon |
| 35-42 | Hawk Axe | Handaxe | uncommon |
| 43-50 | Polar Spear | Spear | uncommon |
| 51-57 | Greater Totem Club | Greatclub | rare |
| 58-64 | Ankheg Bow | Shortbow | rare |
| 65-71 | Hunter's Bow | Longbow | rare |
| 72-77 | Umber Mandible | Sickle | very rare |
| 78-83 | Spore Launcher | Shortbow | very rare |
| 84-89 | Snail Flail | Flail | very rare |
| 90-93 | Pillar of the Earth | Greatclub | legendary |
| 94-96 | The First Axe | Handaxe | legendary |
| 97-00 | Rust-on-the-Wind | Blowgun | legendary |

## Elemental Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-4 | Throwing Torch | Javelin | uncommon |
| 5-8 | Demolition Hammer | Light Hammer | uncommon |
| 9-11 | Glowforge Hammer | Light Hammer | uncommon |
| 12-14 | Windmace | Mace | uncommon |
| 15-17 | Staff of the Otter | Quarterstaff | uncommon |
| 18-20 | Airglider Staff | Quarterstaff | uncommon |
| 21-23 | Polar Spear | Spear | uncommon |
| 24-27 | Flamelance | Lance | uncommon |
| 28-31 | Thunderstone Maul | Maul | uncommon |
| 32-34 | Lava Fisher | Trident | uncommon |
| 35-37 | Sparking Pick | War Pick | uncommon |
| 38-41 | Cracking Whip | Whip | uncommon |
| 42-44 | Frost-Touched Bow | Longbow | uncommon |
| 45-47 | Ankheg Bow | Shortbow | rare |
| 48-50 | Frozen Flail | Flail | rare |
| 51-53 | Jademelt | Glaive | rare |
| 54-56 | Glacier's Edge | Greataxe | rare |
| 57-59 | Shockingstar | Morningstar | rare |
| 60-62 | Wyrmtooth | Shortsword | rare |
| 63-65 | Trident of Glaciers | Trident | rare |
| 66-68 | Ice Pick | War Pick | rare |
| 69-71 | Lightning Whip | Whip | rare |
| 72-74 | Flamelash | Whip | rare |
| 75-77 | Pyrotechnic Bow | Longbow | rare |
| 78-79 | Booming Axe | Handaxe | very rare |
| 80-81 | Flame Fists | Handwraps | very rare |
| 82-83 | Snail Flail | Flail | very rare |
| 84-85 | A Sword of Ice and Fire | Greatsword | very rare |
| 86-87 | Wavecutter | Scimitar | very rare |
| 88-89 | Icicle | Shortsword | very rare |
| 90-91 | Firespitter | Blowgun | very rare |
| 92 | Pillar of the Earth | Greatclub | legendary |
| 93 | Gavel of Storms | Light Hammer | legendary |
| 94 | Forest's Bane | Battleaxe | legendary |
| 95 | Green Dragon Crescent Blade | Glaive | legendary |
| 96 | Hydra Slayer | Greataxe | legendary |
| 97 | Rainbow Lance | Lance | legendary |
| 98 | Space Sword | Scimitar | legendary |
| 99 | Reverb | Shortsword | legendary |
| 00 | Kraken Catcher | Net | legendary |



## Holy/Unholy Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-11 | Cleric's Cudgel | Mace | common |
| 12-22 | Healer's Handwraps | Handwraps | common |
| 23-31 | Censer Flail | Flail | uncommon |
| 32-40 | Retribution | Greatsword | uncommon |
| 41-48 | Exorcist's Stake | Spear | rare |
| 49-56 | Hex | Greatsword | rare |
| 57-62 | Night's Axe | Halberd | very rare |
| 63-68 | Terror | Longsword | very rare |
| 69-72 | Devil Dagger | Dagger | legendary |
| 73-76 | Corona | Mace | legendary |
| 77-80 | Harbinger | Sickle | legendary |
| 81-84 | Gungnir | Spear | legendary |
| 85-88 | Vampire's End | Light Crossbow | legendary |
| 89-92 | Mourning Star | Morningstar | legendary |
| 93-96 | Trishula | Trident | legendary |
| 97-00 | Gloombringer | Whip | legendary |

## Arcane Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-10 | Crystal Maul | Maul | uncommon |
| 11-19 | Kobold Gempick | War Pick | uncommon |
| 20-27 | Ogre Magi's Wand | Greatclub | rare |
| 28-35 | Immovable Javelin | Javelin | rare |
| 36-43 | Mace of the War Mage | Mace | rare |
| 44-51 | Infused Handwraps | Handwraps | rare |
| 52-59 | Runic Axe | Battleaxe | rare |
| 60-67 | Hex | Greatsword | rare |
| 68-75 | Gish | Longsword | rare |
| 76-80 | Iron Bar of Warding | Greatclub | very rare |
| 81-85 | Fusorbow | Light Crossbow | very rare |
| 86-90 | Great Runic Axe | Greataxe | very rare |
| 91-95 | Star Shard | Morningstar | very rare |
| 96-00 | Flying Crossbow | Hand Crossbow | very rare |

## Ornate Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-9 | Heirloom Sword | Greatsword | common |
| 10-18 | Jousting Lance | Lance | common |
| 19-27 | Gilded Sword | Longsword | common |
| 28-36 | Gentleman's Smallsword | Rapier | common |
| 37-45 | Censer Flail | Flail | uncommon |
| 46-52 | Elegant Handwraps | Handwraps | rare |
| 53-59 | Lance of the Knight-Commander | Lance | rare |
| 60-66 | Roguish Cur | Rapier | rare |
| 67-73 | Knightly Warhammer | Warhammer | rare |
| 74-77 | Prince's Virge | Mace | very rare |
| 78-81 | Flame Fists | Handwraps | very rare |
| 82-85 | Axe of Leadership | Battleaxe | very rare |
| 86-89 | A Sword of Ice and Fire | Greatsword | very rare |
| 90-93 | Quill | Rapier | very rare |
| 94-97 | Firespitter | Blowgun | very rare |
| 98-00 | Hammer of the Dwarven Halls | Maul | legendary |

## Planar Weapons

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-16 | Ghost Net | Net | uncommon |
| 17-29 | Ghost Glaive | Glaive | rare |
| 30-42 | Phase Lance | Lance | rare |
| 43-55 | Gish | Longsword | rare |
| 56-64 | Ethereal Dart | Dart | very rare |
| 65-73 | Stranger Sling | Sling | very rare |
| 74-82 | Star Shard | Morningstar | very rare |
| 83-93 | Net of Anchoring | Net | very rare |
| 94-00 | Order | Warhammer | legendary |

## Weapons of War

| d100 | Weapon | Type | Rarity |
|---|---|---|---|
| 1-3 | Walloping Javelin | Javelin | common |
| 4-7 | Long Spear | Spear | common |
| 8-10 | Flagbearer's Glaive | Glaive | common |
| 11-13 | Two-Part Pike | Pike | common |
| 14-16 | Longhammer | Warhammer | common |
| 17-19 | Marksman's Crossbow | Heavy Crossbow | common |
| 20-22 | Greatbow | Longbow | common |
| 23-25 | Bandit's Kanabo | Greatclub | uncommon |
| 26-28 | Accelerated Sling | Sling | uncommon |
| 29-31 | Duelist's Naginata | Glaive | uncommon |
| 32-34 | Raider's Axe | Greataxe | uncommon |
| 35-37 | Guard-Captain's Halberd | Halberd | uncommon |
| 38-40 | The Weary Halberdier | Halberd | uncommon |
| 41-43 | Grace | Longsword | uncommon |
| 44-46 | Frontline Pike | Pike | uncommon |
| 47-49 | Heavier Crossbow | Heavy Crossbow | uncommon |
| 50-52 | Mace of the War Mage | Mace | rare |
| 53-55 | Handheld Trebuchet | Sling | rare |
| 56-58 | Valor | Greatsword | rare |
| 59-61 | Sword-Taker | Halberd | rare |
| 62-64 | Lance of the Knight-Commander | Lance | rare |
| 65-67 | Spar | Longsword | rare |
| 68-70 | Shield-Splinterer | Maul | rare |
| 71-73 | Holdfast Pike | Pike | rare |
| 74-76 | Knightly Warhammer | Warhammer | rare |
| 77-79 | Farsight Arbalest | Heavy Crossbow | rare |
| 80-81 | Hero's Triumph | Javelin | very rare |
| 82-83 | Hoplite's Doru | Spear | very rare |
| 84-85 | Axe of Leadership | Battleaxe | very rare |
| 86-87 | Thunder-Runner's Charge | Lance | very rare |
| 88-89 | Handheld Ballista | Heavy Crossbow | very rare |
| 90-91 | Sun-Blotter | Longbow | very rare |
| 92 | Assegai of the Bull | Javelin | legendary |
| 93 | Tengri's Call | Shortbow | legendary |
| 94 | Goliath Slayer | Sling | legendary |
| 95 | Green Dragon Crescent Blade | Glaive | legendary |
| 96 | Dawn | Greatsword | legendary |
| 97 | To Arms, Lads! | Halberd | legendary |
| 98 | Skofnung | Longsword | legendary |
| 99 | Space Sword | Scimitar | legendary |
| 00 | Scorpion | Heavy Crossbow | legendary |