

How to Use

If you would like a random base weapon type (for dungeon loot or merchants), roll on the Weapon Type table. Otherwise, simply choose a weapon type.

Roll a D100 on the Weapon Enchantment table to imbue the weapon with a random weapon enchantment. The number you roll will add an effect, modify the name of the weapon, and indicate whether or not the weapon now needs to be attuned.

The Tier of the weapon determines the bonus it grants as follows:

- Tier 0-3: +1 Weapon
- Tier 4-5: +2 Weapon
- Tier 6+: +3 Weapon

Multiple enchantments can be placed on a single weapon. When doing so, add the Tiers of the enchantments together to get the Tier and Bonus of the weapon as a whole.

If you have a particularly neat or powerful weapon, roll on the Optional Properties table.

Weapon Enchantment Table

D100	Tier	Name	Effect	Attune
1	0	Singing	When this weapon is used, a beautiful song can be heard.	N
2	0	Beacon	The bearer can use a bonus action and speak a command word to cause this weapon to shed bright light in a 10-foot radius and dim light for an additional 10 feet.	N
3	0	Malleable	The bearer can alter the apparent color, material, and design of the weapon as a bonus action – this does not affect the weapon’s type, stats or abilities.	N
4	0	Guardian	The weapon whispers warnings, giving +2 bonus to initiative.	N
5	0	Waterborne	This weapon floats on water and other liquids. Its bearer has advantage on Strength (Athletics)	N

checks to swim.

6	0	Delving	While underground , the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.	N
7	0	Imperious	The bearer of this item knows the Thaumaturgy cantrip.	N
8	0	Weightless	This weapon falls slowly, like a feather. It is treated as having no weight for the purposes of encumbrance.	N
9	0	Adhesive	The bearer cannot be disarmed of this weapon.	N
10	0	Wieldy	The bearer may attack as though they are proficient with this weapon, even if they are not.	N
11	1	Prying	The bearer has advantage on Strength (Athletics) or Dexterity (Acrobatics) checks to break free of grapples.	N
12	1	Fleet	The owner's base speed is increased by 5 ft.	Y
13	1	Of Striding	The bearer is unaffected by difficult terrain.	N
14	1	Of Swimming	The bearer gains a swim speed equal to its walking speed.	N
15	1	Of Climbing	The bearer gains a climb speed equal to its walking speed.	N
16	1	Of Safe Landing	The bearer never takes damage from falling, although they fall at normal speed.	N
17	1	Of Jumping	The bearer may cast the spell Jump as a bonus action, targeting themselves, at will.	Y
18	1	Shackling	A creature dealt a non-lethal blow by this weapon is restrained by ethereal shackles. They may make a DC 25 Strength (Athletics) check every hour to escape, once they regain consciousness. The owner of this weapon may dispel this effect by	Y

			speaking a command word.	
19	1	Of Stability	The bearer gains advantage on all saving throws to avoid being knocked prone or moved against their will.	N
20	1	Throwing	This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. If the weapon already has the throwing property, the normal range and long range of the weapon are both doubled.	N
21	1	Wakeful	The owner requires half the normal amount of sleep or meditation to gain the effects of a long rest, or avoid the effects of exhaustion.	Y
22	1	Invigorating	When a 20 is rolled on an attack roll with this weapon, the bearer gains 3d4 temporary HP.	N
23	1	Of Detection	The bearer may cast the spell Detect Magic as an action at will.	Y
24	1	Of Scanning	The bearer may cast the spell Detect Evil and Good as an action at will.	Y
25	1	Of Commune	The bearer may cast the spell Animal Friendship, targeting themselves, as an action at will.	Y
26	1	Quick	The bearer may take a Dash action which does not expend their regular action for the turn. This effect has one charge which it regains at dawn.	Y
27	1	Brave	The bearer has advantage on saving throws against Fear.	N
28	1	Resolute	The bearer has advantage on saving throws against magical Charm effects.	N
29	1	Mindful	The owner receives a +3 bonus to their Passive Perception and Passive Investigation scores.	Y
30	1	Embiggened	The bearer may cast Enlarge targeting themselves. This effect has one charge which it regains at dawn.	Y
31	1	Of Darksight	The bearer has darkvision with a range of 60 ft. If	Y

			you already have darkvision, the range increases to 120 ft.	
32	1	Of Shielding	The bearer may cast the spell Shield. This effect has one charge which it regains at dawn.	Y
33	1	[Damage Type] Shifted	By speaking a command word, the bearer can change the damage type dealt by this weapon to [Damage Type] until the end of turn. (Roll on the Damage Type table to determine the damage type.)	N
34	1	Of Admonishment	When you hit with an opportunity attack, weapon deals an additional +1d8 Thunder damage and hurls an insult.	N
35	1	[Damage Type] Tinged	This weapon deals an additional +1d4 [Damage Type] damage. (Roll on the Damage Type table to determine the damage type.)	N
36	2	Of Water Breathing	The owner can breathe underwater	Y
37	2	Shrouded	When this weapon is stowed, the owner may speak a command word to make the weapon invisible. A creature attempting to discover the hidden weapon must pass a Intelligence (Investigation) check with a DC 16.	Y
38	2	Of Invisibility	The bearer may cast Invisibility targeting themselves, using the weapon as their focus. This effect has one charge which it regains at dawn.	Y
39	2	Lucky	You may reroll a single attack roll with this weapon. This effect has one charge which it regains at dawn.	Y
40	2	Revealing	The bearer can use a bonus action and speak a command word to cause this weapon to shed bright light in a 20-foot radius and dim light for an additional 20 feet. Invisible creatures are visible as long as they are in the light cast by this weapon.	N
41	2	Restorative	The bearer may cast Cure Wounds as a first level spell, using Wisdom as their spellcasting ability and	Y

			the weapon as their focus. This effect has one charge which it regains at dawn.	
42	2	Vital	The bearer has advantage on all Constitution saving throws against Poison and Disease.	N
43	2	Restless	The owner does not need to sleep or meditate during a long rest, and is immune to negative effects, including exhaustion, due to lack of sleep.	Y
44	2	Shining	As a bonus action, the bearer may speak a command word, causing the weapon to erupt in illusory flames that shed bright light in a 40 foot radius and dim light in an additional 40 ft.	N
45	2	Bleeding	When a 20 is rolled on an attack roll with this weapon, the critical hit infers a "Bleed" condition, dealing 1d4 damage at the start of the targets next 3 turns.	N
46	2	Vicious	When a 20 is rolled on an attack roll with this weapon, its critical hit deals an extra 2d6 damage of the weapon's type.	N
47	2	Poisonous	You can spend an action to coat the weapon in magical poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. When an attack with this weapon deals damage, the creature must succeed a DC 13 Constitution saving throw or take 2d6 poison damage and be poisoned until the end of their next turn.	N
48	2	Eager	The owner gains a +5 bonus to initiative.	N
49	2	Relentless	When the bearer is reduced to 0 hit points but not killed outright, they may drop to 1 hit point instead. This effect has one charge which it regains at dawn.	Y
50	2	Of Water Walking	The bearer may stand on and move across any liquid surface as if it were solid ground.	N
51	2	Marking	When a creature is struck by this weapon, the next attack made by an ally against it gains Advantage.	N

			This effect does not stack.	
52	2	Mind-Shielding	The bearer is immune to magic that allows other creatures to read their thoughts, determine whether they are lying, know their alignment, or know their creature type. Creatures can telepathically communicate with the bearer only if they allow it.	Y
53	2	Blinking	When the bearer is struck by a critical hit, they may choose to use their reaction to cast the Blink spell, targeting themselves. This effect has one charge which it regains at dawn.	Y
54	2	Chilling	This weapon deals an additional +1d4 cold damage. On a hit, the target has all movement speeds reduced by 5 until the end of it's next turn.	N
55	2	[Damage Type] Charged	This weapon deals an additional +1d6 damage. Roll on the Damage Type table to determine the damage type.	N
56	3	Of Resistance	The bearer has resistance to one type of damage. Roll on Damage Type table to determine the damage type.	Y
57	3	Of Deflection	The bearer gains +2 bonus to AC against ranged attacks.	N
58	3	Floating	The bearer gains a fly speed of 10 ft.	Y
59	3	Sustenance	The owner does not need to eat or drink.	Y
60	3	Filtering	The bearer can breathe and speak normally in any environment (including liquids and vacuums), and has advantage on saving throws made to resist harmful gases and vapors.	Y
61	3	Venomous	You can use an action to coat the weapon in magical poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. Any	Y

			creature that fails their save can repeat their saving throw at the end of each turn. This effect has one charge which it regains at dawn.	
62	3	Frightful	When a 20 is rolled on an attack roll with this weapon, the target and all other creatures within 10 ft must succeed a DC 15 Wisdom saving throw become effected by fear for one minute. Any creature that fails their save can repeat their saving throw at the end of each turn.	N
63	3	Transmogrifying	The bearer may transform into one type of animal, as though using the Druid class feature Wild Shape. This effect lasts 1 hour, and has one charge which it regains at dawn. Roll on the Transmogrification Table to determine the type of animal.	Y
64	3	Of Warning	The owner gains advantage on initiative rolls. The owner and any allies within 30 ft can't be surprised, except when incapacitated by something other than non-magical sleep. The weapon magically awakens the owner and companions within range if any are sleeping naturally when combat begins.	Y
65	3	Resilient	The bearer gains proficiency in an additional saving throw. Roll on the Ability Score Table to determine which saving throw the proficiency is gained in.	Y
66	3	Disorienting	When a creature is struck by this weapon, the first attack it takes on it's following turn is taken with disadvantage. This effect does not stack.	N
67	3	Of Non-Detection	The owner is hidden from divination magic and can't be targeted by such magic or perceived through magical scrying sensors.	Y
68	3	Of Lesser Spell-Storing	Any creature can Cast a Spell of 1st through 3th level into the weapon by touching the weapon as the spell is cast. This weapon can store up to 3 levels worth of Spells at a time. The bearer can cast any spell stored into this weapon without using components. The spell uses the slot level, spell	Y

save DC, spell Attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.

69	3	[Damage Type] Aspected	This weapon deals an additional +1d8 damage. Roll on the Damage Type table to determine the damage type.	N
70	3	[Damage Type] Laden	This weapon deals an additional +1d10 damage. Roll on the Damage Type table to determine the damage type.	N
71	4	Of [Ability Score]	The owner gains +2 to a single ability score. Roll on the Ability Score table to determine which score receives the bonus.	Y
72	4	Soaring	The bearer gains a fly speed equal to its walking speed.	Y
73	4	Dragon Slayer	When hit, dragons take an extra 3d6 damage of this weapon's type.	N
74	4	Returning	This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. If the weapon already has the throwing property, the normal range and long range of the weapon are both doubled. At any time, a bonus action may be used to return the weapon to its owner's hand	Y
75	4	Of Regeneration	The bearer regains 1 hit point every 5 minutes provided that the bearer has at least 1 hit point.	Y
76	4	[Damage Type] Blast	When a 20 is rolled on an attack roll with this weapon, its critical hit deals an extra 4d6 damage. Roll on the Damage Type table to determine the damage type.	N
77	4	Wounding	When a 20 is rolled on an attack roll with this weapon, its critical hit infers a "Wound" condition, dealing 2d4 damage at the start of the targets next 5 turns.	N

78	4	Opportunistic	When the bearer makes their first opportunity attack per round, it does not consume a reaction.	N
79	4	Transformative	The bearer may transform into a single type of animal, as though using the Druid class feature Wild Shape. This effect lasts 1 hour, and has one charge which it regains at dawn. Roll on the Transformation Table to determine the type of animal.	Y
80	4	Curative	The bearer may cast Cure Wounds as a fifth level spell, using Wisdom as their spellcasting ability and the weapon as their focus. This effect has one charge which it regains at dawn.	Y
81	4	Of Speed	The bearer can make one attack with this weapon as a bonus action on each of their turns.	Y
82	4	Well-Rounded	The bearer gains a +1 bonus to all saving throws.	Y
83	4	Adamant	This weapon negates all critical hits against the bearer.	Y
84	4	Of Spell-Storing	Any creature can Cast a Spell of 1st through 5th level into the weapon by touching the weapon as the spell is cast. This weapon can store up to 5 levels worth of Spells at a time. The bearer can cast any spell stored into this weapon without using components. The spell uses the slot level, spell save DC, spell Attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.	Y
85	4	[Damage Type]-Energy	This weapon deals an additional +2d6 damage. Roll on the Damage Type table to determine the damage type.	N
86	5	Of [Damage Type] Immunity	The bearer has immunity to one type of damage. Roll on Damage Type table to determine the damage type.	Y
87	5	Mage Hunter	The bearer has resistance to all damage dealt by	Y

			spells.	
88	5	Of Protection	The bearer gains a +1 bonus to AC.	Y
89	5	Of Mastery	The bearer's proficiency bonus increases by +1.	Y
90	5	Keen	The critical hit range for this weapon is increased by one.	N
91	5	Of Finality	Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Creatures killed by this weapon can only be brought back to life by a True Resurrection or Wish spell.	N
92	5	Of Greater Spell-Storing	Any creature can Cast a Spell of 1st through 7th level into the weapon by touching the weapon as the spell is cast. This weapon can store up to 7 levels worth of Spells at a time. The bearer can cast any spell stored into this weapon without using components. The spell uses the slot level, spell save DC, spell Attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the weapon is no longer stored in it, freeing up space.	Y
93	5	Ethereal	The bearer may speak a command word as an action to gain the effect of the Etherealness spell, which last for 10 minutes or until the weapon is dropped or stowed. This effect has one charge which it regains at dawn.	Y
94	5	Vorpal	The weapon ignores resistance to the weapon's damage type. When a 20 is rolled on an attack roll with this weapon, if the target is a creature with at least one head, you remove one of the creature's heads. The creature dies if it can't survive without the lost head. Otherwise, the attack deals an additional extra 6d8 damage of the weapons type.	Y
95	5	[Damage Type] Fury	This weapon deals an additional +2d10 damage. Roll on the Damage Type table to determine the	N

damage type.

96	6	Of Greater [Ability Score]	The owner has a single ability score raised to 19 if it is below 19. Roll on the Ability Score table to determine which score receives the bonus.	Y
97	6	Spellguard	The bearer receives advantage on saving throws against Spells and other magical effects, and spell attacks have disadvantage against you.	Y
98	6	Of Wondrous Protection	The bearer gains a +2 bonus to AC.	Y
99	6	Omniscient	The bearer has <i>truesight</i> with a radius of 30 ft.	Y
100	6	Of Wishing	The bearer may cast the spell Wish. This effect has one charge which it regains after one century has passed.	Y

Weapon Types Table

1d100	Weapon Type
1-5	Dagger
6-10	Shortsword
11-15	Longsword
16-20	Greatsword
21-25	Battleaxe
26-30	Greataxe
31-35	Quarterstaff
36-40	Spear
41-45	Warhammer
46-50	Shortbow
51-55	Longbow
56-58	Handaxe

59-61	Mace
62-64	Flail
65-67	Rapier
67-69	Scimitar
70-72	Trident
73-75	Halberd
76-78	Crossbow, heavy
79-81	Crossbow, light
82-84	Sling
85	Club
86	Greatclub
87	Morningstar
88	Light Hammer
89	War Pick
90	Maul
91	Javelin
92	Glaive
93	Pike
94	Lance
95	Sickle
96	Whip
97	Dart
98	Crossbow, Hand
99	Net
100	Blowgun

Damage Types Table

d100 Damage Type

1-15	Slashing, or the Weapon's base damage type (Attack)
16-30	Fire
31-40	Cold
41-50	Lightning
51-60	Poison
61-70	Acid
71-78	Thunder
79-86	Necrotic
87-94	Radiant
95-97	Psychic
98-100	Force

Transformation & Transmogrification Table

1d Transmogrifica Transformat

4	tion	ion
1	Frog	Boar
2	Rat	Elk
3	Lizard	Wolf
4	Bat	Panther

Ability Score Table

1d6 Ability Score

- 1 Strength
- 2 Dexterity
- 3 Constitution
- 4 Intelligence
- 5 Wisdom
- 6 Charism

Optional Properties

d10 Effect

- 1 **Named Weapon** – The weapon is uniquely named. It may whisper this name when held, or be engraved with it.
- 2 **Fame or Infamy** – The weapon is well known for its relationship to a particular historical figure or event.
- 3 **Odd Noise** – The material of the weapon vibrates faintly to emit a particular hum, drone, buzz or squeal.
- 4 **Odd Smell** – The material of the weapon emits an odd smell, which can't be masked. May be pleasant or unpleasant.
- 5 **Odd Shape** – The weapon is particularly long, stout, broad, slim, or otherwise identifiably unorthodoxly shaped. Were it not magical, it would be impractical to use.
- 6 **Odd Colour** – The materials of the weapon are uncommon colours, or change colours under certain conditions.
- 7 **Faint Aura** – The material of the weapon emits a faint, coloured glow. It may leave tracers, flicker, appear as a flame or float upwards.
- 8 **Gemstones** – The weapon is inset with a particularly large gemstone, or a variety of smaller gemstones.
- 9 **Detailing** – The weapon is gilded, engraved, sculpted, or otherwise decorated in a fantastic way.

- 10 **Aspected** – The weapon amplifies a quality of the bearer’s personality, such as bravery, piousness, or jealousy.



<https://octopusrpg.neocities.org/>
@octopusrpg