

Additional magic weapons and expanded
enchantment rules for 5th edition D&D

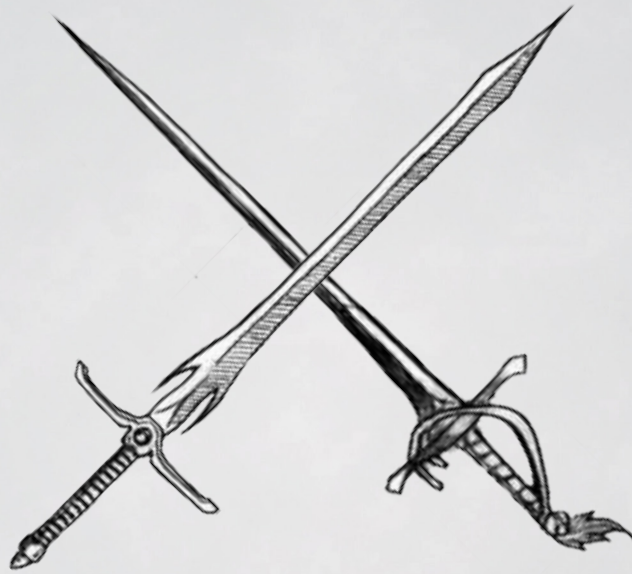


NYBOR'S TOME of ENCHANTED WEAPONS



by *6/2010*

NYBOR'S TOME OF ENCHANTED WEAPONS



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ABOUT THIS BOOK

There's few things in *Dungeons & Dragons* that feels better than putting your hands on a new, flashy magic weapon. It's a wonderful feeling – right up there with slaying a dragon or skewering a beholder. There is, however, a slight problem with magic weapons in the newest edition of *Dungeons & Dragons*.

It's an issue that has little to do with quality, and everything to do with quantity. In the *Dungeon Master's Guide*, we find only a handful of uncommon magic weapons and a dozen rare magic weapons. Various official releases have increased this number some, but the reality still is, that even though most games are played at the first two tiers of play (from character levels 1 to 10) there's precious few magic weapons available to the characters. At higher rarities, the magic weapons are often highly specific in theme, properties and weapon type, making it so that a particular subclass or character concept have very few options that fit their role – if any at all.

This tome is written to help fix some of these issues with magic weapons by giving DMs and players the ability to create thousands of powerful, interesting and unique magic weapons with only a few rolls of the dice!

Chapter 1: Nybor's Enchanted Weapons presents 33 uncommon, rare, very rare and legendary magic weapons created using Nybor's rules of enchanting. Each item has several interesting, magic properties and unique flavor – ready to use in your game!

Chapter 2: The Art of Enchanting explains how to use the book and describes an easy-to-use system for combining and upgrading the enchantments in the book to create unique magic weapons. The chapter also features expanded rules for crafting magic items, building upon the official rules found in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*.

Chapter 3: Weapon Enchantments contains 100 new and reimagined enchantments for magic weapons in both uncommon and rare versions, as well as multiple tables for rolling magic weapons at random.

Chapter 4: Additional Enchantments features a wide array of flavorful common and sentient enchantments, which can be used to add character and personality to your magic weapon.

Appendix A: Weapon Enchantment Recipes gives you crafting recipes for all the weapon enchantments in the book, so the characters can get to work crafting their own, customized magic weapons.

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HERE IS THE BOOK YOU WANTED, J. B. WITHIN ARE ALL THE TEACHING NOTES ON ENCHANTED WEAPONS NYBOR PENNED FOR HER APPRENTICES. COMPLEX STUFF, BUT I'M CERTAIN YOU WILL KNOW WHAT TO DO WITH IT.

TAKE HEED, A FEW HACKLES (AND A VERY PERSISTENT FLYING DAGGER) WERE RAISED SMUGGLING IT OUT OF THAY. BETTER KEEP IT SOMEWHERE PRYING EYES CAN'T FIND IT. AS SOON AS I HAVE MY FEE, I'LL GET TO WORK ON GETTING THE REST OF HER WORK TO YOU.

IZZ'TAL THE PURVEYOR, 1376 DR

This book is the property of Nybor, Zulkir of Enchantment on Thay's Council of Zulkirs. Reading these pages without permission may cause sudden death by way of sentient blade to the spleen. Don't say I didn't warn you.

- Nybor, 1293 DR

CHAPTER 1: NYBOR'S ENCHANTED WEAPONS

THE MAIN PURPOSE OF THIS TOME IS TO GIVE every DM and player the tools to quickly and easily create their own unique magic weapons – something that fifth edition *Dungeons & Dragons* sorely needs. To showcase the power of the rules for creating magic items found in

Chapter 2: The Art of Enchanting, we present you with 33 new magic weapons – each with their own interesting abilities and unique flavour. These 10 uncommon, 10 rare, 10 very rare and 3 legendary magic weapons are all created by combining the enchantments found in **Chapter 3: Weapon Enchantments** and **Chapter 4: Additional Enchantments**.

While these magic weapons should provide new and interesting options for the player characters, that's not their only purpose. With more than 100 combinable and upgradeable magic properties to choose from, we could have created a thousand magic weapons and still only scratched the surface. Indeed, these magic weapons are meant to inspire you to create, alter or enhance your own magic weapons. So, do you like the *polymorph greatclub*, but wish it was a greatsword? Change the weapon type! Want to give your players a *phaseblade*, but you're afraid it's too strong? Just remove one of its enchantments! Like the *devil's* enchantment and the *petrifying* enchantment? Go ahead, combine them!

But, before we get ahead of ourselves and start delving in to *how* to use the enchanting rules in this tome to put together magic weapons, let's take a closer look at *what* you can make with them. Enjoy!

Unique Magic Weapons

Name	Weapon Type	Attunement	Rarity
Brightcheer	Scimitar	Yes	Very Rare
Damnation	Greatsword	Yes	Very Rare
Deflecting Club	Club	—	Uncommon
Devil's Night	Morningstar	Yes	Very Rare
Duergar's War Pick	War Pick	Yes	Rare
Executioner's Axe	Greataxe	Yes	Uncommon
False Shot	Light Crossbow	Yes	Very Rare
General's Bow	Longbow	Yes	Rare
Godsend	Shortbow	—	Rare
Gudgebearer	Halberd	Yes	Legendary
Haunt	Dart	Yes	Uncommon
Imp Sting	Shortsword	Yes	Rare
Keen Flail of Luck	Flail	Yes	Rare
Longsword of Hope	Longsword	Yes	Uncommon
Mindshear	Morningstar	Yes	Very Rare
Nullify	Quarterstaff	Yes	Very Rare
Nybor	Dagger	Yes	Legendary
Nycaloth Claw	Dagger	Yes	Rare
Petrifying Whip	Whip	—	Uncommon
Phaseblade	Longsword	Yes	Legendary
Polymorph Greatclub	Greatclub	—	Uncommon
Rapier of Haste	Rapier	Yes	Very Rare
Sacred Mace	Mace	Yes	Rare
Scourge of Phlegetos	Battlehammer	Yes	Rare
Siegebreaker	Maul	—	Uncommon
Snowstorm	Shortbow	Yes	Rare
Soldier's Rest	Spear	Yes	Very Rare
Strife	Sickle	Yes	Rare
The Rising Sun	Warhammer	Yes	Uncommon
Thunderous Maul	Maul	Yes	Very Rare
War Mage's Blade	Greatsword	Yes	Uncommon
Watcher's Trident	Trident	Yes	Uncommon
Whisper	Hand Crossbow	Yes	Very Rare

BRIGHTCHEER

Weapon (scimitar), very rare (requires attunement)

This magic scimitar contains the sentience of Darren Brightcheer, a successful half-elf adventurer and entrepreneur, who commissioned a wizard to fashion him a weapon with his own personality. By some mishap – or cruel opportunism on the wizard’s end – Darren Brightcheer ended up inhabiting the weapon himself. The scimitar is fashioned with flashy jewels and has a gleaming, sharp edge.

You have a +1 bonus to attack and damage rolls made with this magic scimitar.

Soldier’s. While you carry this magic scimitar, you have advantage on death saving throws and saving throws against being frightened.

Celebration, greater. The scimitar has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 15): *Tasha’s hideous laughter* (1 charge) or *Otto’s irresistible dance* (3 charges). The scimitar regains all expended charges daily at dawn.

Sentience. Brightcheer is a chaotic good weapon. It has the following properties:

- Brightcheer has an Intelligence of 10, a Wisdom of 8 and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Brightcheer can speak, read and understand Common and Elvish. It communicates verbally with its wielder. Its voice is strong and boisterous.
- When you make an attack with Brightcheer and roll a critical hit, you have advantage on the next attack you make with it until the end of your next turn, as Brightcheer showers you with cheering accolades.
- Any time during your turn, Brightcheer can choose to cast the *suggestion* spell (save DC 15). Once Brightcheer uses this power, it can’t use it again until the next dawn.

Personality. Brightcheer is an eternal optimist and ultimate hypeman. It offers praise freely, exclaiming joyous phrases such as “ha, that was a good one!” and “your form is impeccable today, champ!” with every success, and optimistic encouragements such as “don’t worry, partner, you got the next one!” and “bah, it is but a flesh wound, get up and show them what you got, buddy!” in the face of adversity.

Brightcheer exists solely to pursue glory and excitement. It revels in heroic battle, actively seeking out the biggest challenges and most dangerous opponents. To Brightcheer, killing the enemy isn’t important – but besting them in honest combat most certainly is!

If there is one thing Brightcheer can’t stand, it’s cowardice. The weapon will use its ability to cast *suggestion* to compel either a worthy foe, or even its own wielder, to stand and fight if they’re trying to run away from honorable combat.

DAMNATION

Weapon (greatsword), very rare (requires attunement)

The blade of this magic sword is fashioned from a shadow dragon’s femur bone. Glowing infernal glyphs have been engraved into its surface and a crimson gemstone at its hilt flares with crimson light with each strike.

Profane. When you hit a creature with this magic sword, the creature can’t regain hit points until the start of your next turn.

Inevitable End, Greater. This magic sword can hold up to 3 charges. Once per turn, when you hit a hostile creature with this sword, it gains 1 charge. While holding it, you can expend its charges to cause the following effects:

- When another creature you can see within 30 feet makes an attack roll or saving throw while you are holding this weapon, you can expend 1 or more of its charges to roll a die and subtract the number rolled from the creature’s roll. For 1 charge you roll a d4, for 2 charges you roll a d6, and for 3 charges you roll a d8.
- As an action, you can expend 3 charges to cast *blight* (save DC 15).

If the sword hasn’t been used to make an attack against a hostile creature for 1 minute, it loses all its charges.



DEFLECTING CLUB

Weapon (club), uncommon

This steel rod is often found in the hands of peacekeepers and pious folk, who use it to deter violence and pacify aggressors with as little harm to themselves and their adversaries as possible.

Merciful. When you roll damage for an attack using this club, you can choose to deal minimum damage, instead of rolling.

Deflecting. When a ranged weapon attack hits you while you are holding this club, you can use your reaction to reduce the damage by a roll of this weapon's damage dice + your Strength or Dexterity modifier (your choice).

DEVIL'S NIGHT

Weapon (morningstar), very rare (requires attunement)

This magic morningstar has a spiked skull for a head and a hilt crafted from dark metal.

Devil's, Greater. While you carry this morningstar, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

Night. While you carry this morningstar, you can use an action to cast *darkness*. Once used, this property can't be used again until the next dawn.

DUERGAR'S WAR PICK

Weapon (war pick), rare (requires attunement)

This magic war pick is decorated with Dwarvish runes and glows with a sickening, pale luminescence.

Delver. While you carry this war pick and are underground, you always know the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

Spreading Rot, greater. This magic war pick can hold up to 3 charges. Once per turn, when you hit a hostile creature with the war pick, it gains 1 charge. While holding it, you can expend its charges to cause the following effects:

- When a creature within 5 feet of you hits you with a melee attack while you are holding this weapon, you can spend 1 or more of its charges to force that creature to make a DC 15 Constitution saving throw. On a failure, it takes 1d8 poison damage for each charge expended this way and is poisoned until the end of its next turn.
- As an action, you can expend 3 charges to cast *contagion* (+7 to hit, save DC 15).

If the war pick hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

EXECUTIONER'S AXE

Weapon (greataxe), uncommon (requires attunement)

This magic greataxe's serrated edge is marred by countless battles.

Thaumaturgy. While holding this axe, you can cast *thaumaturgy*. Once used, this property can't be used again until the next dawn.

Executioner's. When you hit a creature with this axe, the creature takes an extra 1d6 damage of the weapon's type if its current hit points are less than half its hit point maximum.

FALSE SHOT

Weapon (light crossbow), very rare (requires attunement)

This light crossbow is made from sleek wood and dull steel, fashioned to not reflect any light.

Illusionist. While holding this magic crossbow, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Liar's. While holding this magic crossbow, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

Mocking, greater. When you hit a creature with this crossbow, the creature takes an extra 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Mirrors. While you carry this crossbow, you can use an action to cast *mirror image*. Once used, this property can't be used again until the next dawn.

GENERAL'S BOW

Weapon (longbow), rare (requires attunement)

This magic bow is beautifully crafted from gleaming metal and strung with hair from a unicorn's mane.

War Leader. While holding this bow, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

Commander's. When another creature within 30 feet that can hear and see you makes an attack roll while you are holding this bow, you can use your reaction to give that creature advantage on its roll.

Champion. While you carry this magic bow, you can use an action to cast *heroism* (+3 spellcasting ability). Once used, this property can't be used again until the next dawn.

The primitive tribes of Rashemen aren't particularly inventive enchanters - far from the standards of our Red Wizards. They do make excellent bows and spears, however. Their commanders often wield longbows that enable them to efficiently direct whole companies and individual warriors on the battlefield. I don't mind - capable leaders make excellent targets for spells of domination.

GODSEND

Weapon (shortbow), rare

This magic bow was crafted by Lathander's followers for the specific purpose of hunting down fiends. Celestial runes are etched into its surface, and it hums in delighted harmony each time an arrow fired from it strikes a fiend.

Blinding. When you attack a creature with this magic bow and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d8 radiant damage and is blinded until the end of your next turn. On a success, it takes only half as much damage and isn't blinded.

Foe Slayer (Fiend). When you hit a fiend with this magic bow, the creature takes an extra 1d6 piercing damage.

GRUDGEBEARER

Weapon (halberd), legendary (requires attunement)

This magic halberd is crafted from black wood and has a wickedly sharp edge. You have a +2 bonus to attack and damage rolls made with this magic halberd.

Wicked. When you are presented with an opportunity to act in a selfish or malevolent way while you carry this magic halberd, it heightens your urge to do so.

Avenger's, greater. When you hit a target with this halberd, the creature takes an extra 2d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

Answering, greater. While holding this halberd, you can use your reaction to make one melee attack with it against any creature in your reach that deals damage to you.

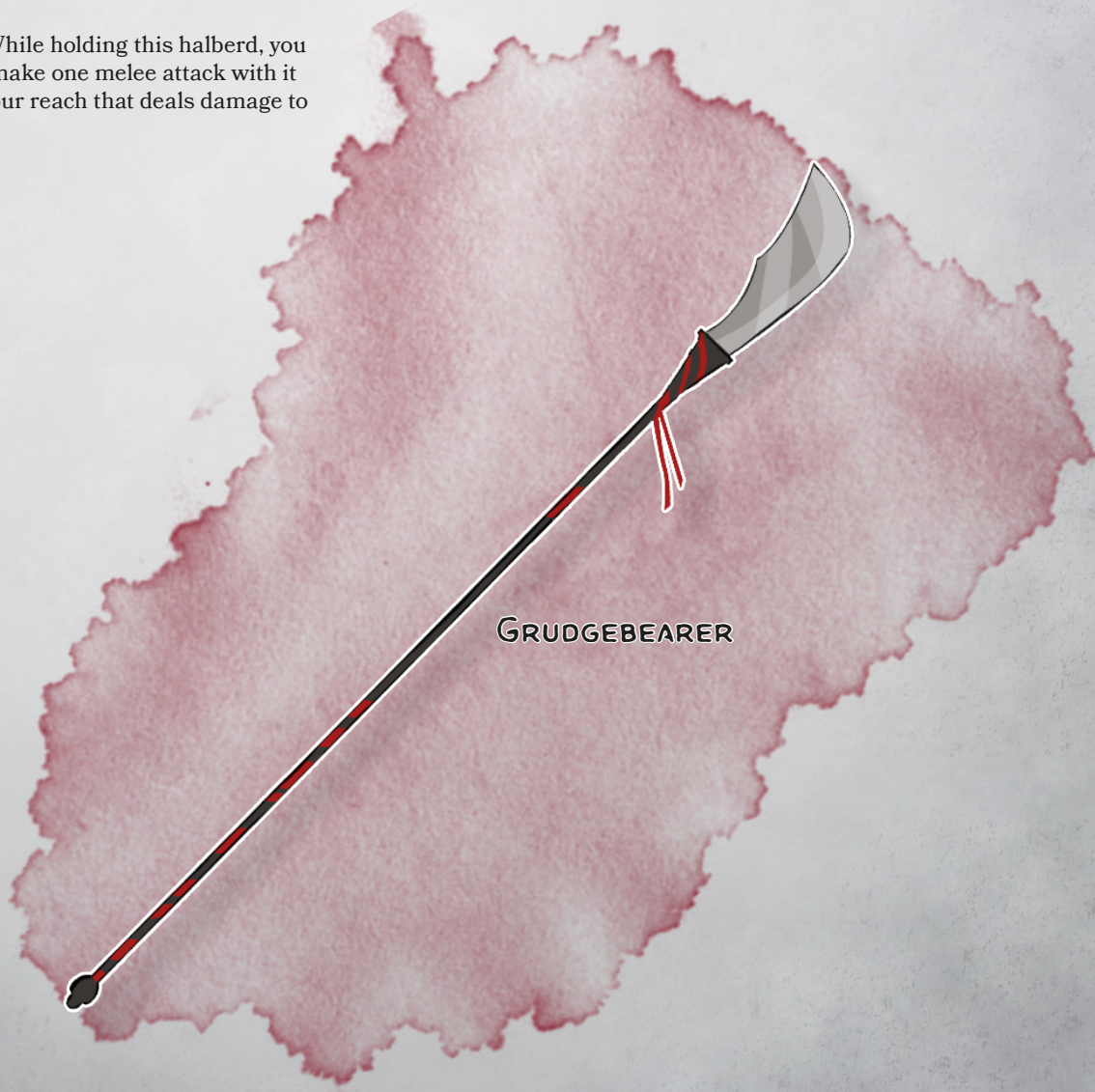
HAUNT

Weapon (dart), uncommon (requires attunement)

This magic throwing dart is made of translucent glass and feels cold to the touch.

Illusionist. While holding this magic dart, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Haunting. While holding this magic dart, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except it doesn't create new shadows. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.



GRUDGEBEARER

IMP STING

Weapon (shortsword), rare (requires attunement)

This magic sword contains the imp Yafeek, who has been unwillingly trapped inside it by a former master. It has a nauseatingly green blade and a red hilt shaped like an imp's wings.

Poisonous, greater. When you hit a creature with this sword, the creature takes an extra 1d6 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until the end of your next turn.

Master. This sword contains a transmuted imp. You can use an action on your turn to speak this sword's command word and throw it up into the air. The sword becomes an imp, that is under your control and acts on its own initiative count. The imp obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the sword after 1 hour, if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once used, this property can't be used again until the next dawn.

Sentience. Yafeek's alignment is lawful evil. It has the following properties:

- Yafeek has an Intelligence of 12, a Wisdom of 10 and a Charisma of 13, as well as hearing and darkvision out to a range of 60 feet.
- Yafeek can speak, read and understand Common, and infernal. It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is raspy and high-pitched.
- Any time during your turn, Yafeek can choose to cast *invisibility* on a creature that is holding it. Once Yafeek uses this power, it can't use it again until the next dawn.

Personality. Yafeek is decidedly displeased with being imprisoned – and frequently lets its wielder know how it feels. It is utterly pessimistic and despondent, often chiming in with disparaging comments thinly veiled in sarcastic subservience, such as “splendid plan, o’ wise master, I see no way that it could possibly go wrong” or “what fortunate creature I am to be wielded by someone brave enough to fail so completely even when others are looking on”.

Yafeek's sole motivation is to be free. To that end, it is willing to do anything – even betray its wielder if it believes that a new owner would be more capable of ensuring its freedom. It will even go as far as to telepathically communicate its wielder's weaknesses to a potential, new wielder, or drop its concentration on *invisibility* at an inopportune moment to put its wielder in mortal danger.

Freeing Yafeek. Casting *dispel magic* on the weapon has 5 percent chance of freeing Yafeek, or automatically succeeds if cast using a spell slot of 7th level or higher. When released, Yafeek appears in a random, unoccupied space as close to the weapon as possible.

KEEN FLAIL OF LUCK

Weapon (flail), rare (requires attunement)

This magic flail's massive head looks like it would make it unwieldy and off-balance, but it somehow swings unhindered through the air with uncanny accuracy.

Airy. This magic flail is unnaturally light, yet perfectly balanced, weighing only one tenth of its usual weight.

Keen. When you attack with this flail, your weapon attacks score a critical hit on a roll of 19 or 20.

Luck. While you carry this magic flail, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. Once used, this property can't be used again until the next dawn.

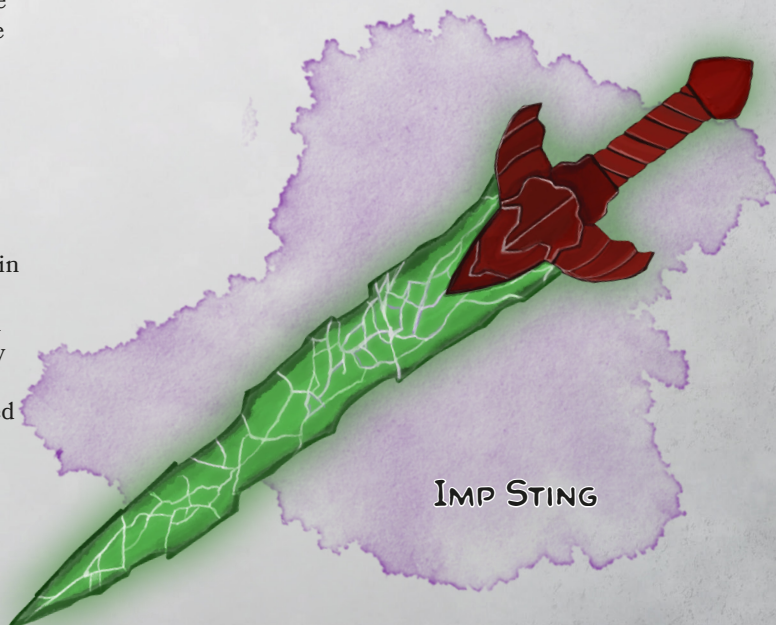
LONGSWORD OF HOPE

Weapon (longsword), uncommon (requires attunement)

This slender longsword emits harmonious notes whenever it glides through the air, lifting the spirits of any ally who hears its cheery tune.

Music. This magic sword also functions as an instrument.

Hope. While you carry this magic sword, you can use an action to cast *aid*. Once used, this property can't be used again until the next dawn.



MINDSHEAR

Weapon (morningstar), very rare (requires attunement)

Mindshear is an *elder weapon*, a sentient weapon crafted by the mysterious mindflayers and imbued with a shiver of an elder brain's sentience. The morningstar's head is a jagged ball of pale, white crystal, which sits on top of a translucent hilt covered in glowing, arcane symbols.

Watcher's, greater. While you carry Mindshear, you have advantage on initiative rolls and you can't be surprised.

Intrusion, greater. When you hit a creature with this magic weapon, you can choose to learn any damage vulnerabilities, damage resistances, and damage immunities that creature has, and if the creature has the feature Magic Resistance. You can then choose one damage resistance that creature has, or the feature Magic Resistance. The creature loses that damage resistance or the feature Magic Resistance for 1 minute. Once used, this property can't be used again until the next dawn.

Sentience. An *elder weapon* is a lawful evil weapon. It has the following properties:

- An *elder weapon* has an Intelligence of 17, a Wisdom of 15 and a Charisma of 12, as well as hearing and darkvision out to a range of 120 feet.
- An *elder weapon* communicates by transmitting eerie and discordant echoes of alien emotions, or by showing its wielder warped images of past, present and possible future events.
- In a process that takes 1 minute, you can use an *elder weapon* to extract and devour the brain of an incapacitated creature. The process involves magically drawing the subject's brain out through their nose, causing pain so extreme that the subject must either be securely restrained or unconscious for the duration, or the extraction fails due to their violent thrashing. When an *elder weapon* has devoured the brain, it learns all the creature's knowledge and memories. Once used, this property can't be used again until the next dawn.
- Any time during your turn, the *elder weapon* can cast *detect thoughts* (save DC 16). If it casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell.

Personality. An *elder weapon* is crafted for a singular purpose: the advancement of the illithid race and the domination of the multiverse. The weapon recognizes that it only has a minor role in this ambitious plan, but is happy to do its part by extracting brains from victims and holding on to the knowledge within until it can be rejoined with an elder brain and share what it has learned.

As a result, an *elder weapon* actively pursues new knowledge, frequently using *detect thoughts* to read the mind of its wielder, and other creatures around it. It urges its wielder to explore mystical secrets, and capture knowledgeable or curious creatures so that it can devour their brains. It only passes whatever knowledge it possesses along to its wielder if it thinks it is in the best interest of its illithid creators to do so.

If the *elder weapon* hasn't devoured a brain within the last five days, it becomes sluggish and malnourished, and passes these sensations on to its wielder. While attuned to the weapon in this state, you have disadvantage on all ability checks.



KEEN FLAIL
OF LUCK

NULLIFY

Weapon (quarterstaff), very rare (requires attunement)

This staff looks like little more than a brittle, debarked wandering staff, but lights up with arcane runes of power whenever one of its magic properties is used.

Deceptive. This magic staff looks chipped and damaged to the point of uselessness, even though it is in fact a remarkably well-crafted weapon.

Mage Slayer's, greater. Once per turn, when you hit a creature with this magic weapon, you can have that creature make a DC 15 Constitution saving throw. On a failure, it can't cast spells other than cantrips until the end of its next turn.

Disruptive. When you hit a creature that is concentrating on a spell or magical effect with this staff, the creature takes an extra 2d6 damage of the weapon's type.

Antimagic, greater. This magic staff has 3 charges. While you carry it, you can use an action and expend 1 of its charges to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. While this antimagic field is active, you can use a bonus action and expend 1 of the weapon's charges to extend its duration until the end of your next turn. The staff regains all expended charges daily at dawn.

There's little a wizard fears more than one of these deathly 'nullifying' staves. In the hand of a trained mageslayer, they can be absolutely devastating. The trick is to always have a spell of teleportation ready - and to use it sooner, rather than later!

NYBOR

Weapon (dagger), legendary (requires attunement)

Nybor was a Thayan archmage and the Zulkir of Enchantment in the magocratic nation of Thay until her sudden disappearance in 1296 DR. Either through design or by accident, the wizard's sentience – or at least a fragment of it – has been stored in a magic weapon. The dagger's crimson hilt is wrapped tightly in a black leather strap and inset with brightly shining emeralds.

You have a +2 bonus to attack and damage rolls made with this magic dagger.

Enchanter's, greater. This magic dagger can store a single spell cast into it. Any creature can cast a spell of up to 5th level into the dagger by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and target only one creature. The spell has no effect, other than to be stored in the dagger. If the dagger can't hold the spell, the spell is expended without effect.

When you hit with an attack using this dagger, you can have the spell stored inside the dagger affect the target of your attack. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the dagger is no longer stored in it, freeing up space for a new spell.

Arcane, greater. When you hit with an attack using this dagger, the target takes an extra 1d6 force damage. The spells *mage armor*, *shield* and *shield of faith* provide no defense against the weapon, which passes through those spells' barriers of magical force.

Soul Theft, greater. When you attack a creature with this dagger and roll a 20 on the attack roll, and the creature has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

Sentience. Nybor is a sentient neutral evil weapon. It has the following properties:

- Nybor has an Intelligence of 19, a Wisdom of 12 and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Nybor can speak, read and understand Common, Infernal and Draconic. It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is clear and female.
- Any time during your turn, Nybor can choose to cast the *hold person* spell (save DC 17). If Nybor casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell. Once Nybor uses this power, it can't use it again until the next dawn.

Personality. Nybor communicates with its wielder in an imperious tone, offering barking commands, derisive comments and biting sarcasm. Nybor is supremely intelligent, but also manipulative and arrogant.

Nybor's driving motivation is to unlock new arcane secrets and enchantments, and will suffer being wielded only by someone who's actively pursuing the same goals.

Nybor absolutely abhors two things: ineptitude and disobedience. Nybor will actively try to ruin a wielder whom it deems unworthy or who dares to think themselves its master. It can do so by manipulating them into dangerous or deadly situations, and then using *hold person* against its wielder at the worst possible moment.



NYCALOTH CLAW

Weapon (dagger), rare (requires attunement)

This dagger is fashioned from a nycaloth's claw and enchanted to deliver maiming attacks. You have a +1 bonus to attack and damage rolls made with this magic dagger.

Warrior's. When you hit a creature with an attack using this dagger, you can use a bonus action to wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

QUICK NOTE, J. B. THERE'S RUMORS CIRCULATING THAT NYBOR MANAGED TO PUT HERSELF IN A DAGGER. WE TRACKED THE DAGGER TO A STRING OF WIELDERS, EACH OF WHICH REPORTEDLY DIED OR DISAPPEARED QUICKLY AFTER COMING INTO POSSESSION OF THE DAGGER. THE LAST WIELDER WAS AN ORC OUT OF ZHENTIL KEEP, FOUND DEAD IN 1372. I KNOW YOU LOVE THESE THINGS, SO I'LL KEEP LOOKING. YOU WILL GET RECEIPTS FOR THE EXPENSES, OF COURSE.

IZZ'TAL THE PURVEYOR

PETRIFYING WHIP

Weapon (whip), uncommon

This magic whip splits into a mass of writhing vipers.

Loyal. While you are conscious and holding this magic whip, you can't unwillingly be disarmed of it.

Petrifying. When you attack a creature with this magic whip and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PHASEBLADE

Weapon (longsword), legendary (requires attunement)

This magic weapon has a bright, semi-translucent blade of blue crystal, and a hilt forged from smooth silver. You have a +2 bonus to attack and damage rolls made with this magic sword.

Airy. This weapon is unnaturally light, yet perfectly balanced, weighing only one tenth of its usual weight.

Phaser's, greater. When you take the Attack action while holding this sword, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

Swift, greater. You can make one attack with this magic weapon as a bonus action on each of your turns.

Untamed Force, greater. This magic sword can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When you are hit by an attack, you can expend 1 of its charges to gain a +5 bonus to your AC against that attack.
- As an action, you can expend 3 charges to cast *steel wind strike* (+7 to hit).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

POLYMORPH GREATCLUB

Weapon (greatclub), uncommon

This magic greatclub is fashioned to resemble a wolf.

Animal. While holding this magic weapon, you can use an action to have it howl or growl like a wolf.

Polymorph. When you attack a creature with this magic club and roll a 20 on the attack roll, the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is effected as by the spell polymorph. Roll on the following table to randomly determine the creature's new form, which lasts for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on a shapechanger or a creature with 0 hit points.

Polymorph Weapon

d8	New Form
1	Rat
2	Cat
3	Hawk
4	Ox
5	Wolf
6	Black Bear
7	Giant Toad
8	Giant Ape

RAPIER OF HASTE

Weapon (rapier), very rare (requires attunement)

This magic rapier is made from silver and so slender it is barely thicker than a strand of hair. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Unbreakable. This magic rapier can't be broken. Special means must be used to destroy it.

Haste, greater. This rapier has 3 charges. While you carry it, you can expend 1 of its charges on your turn to magically hasten yourself. Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. The weapon regains all expended charges daily at dawn.

SACRED MACE

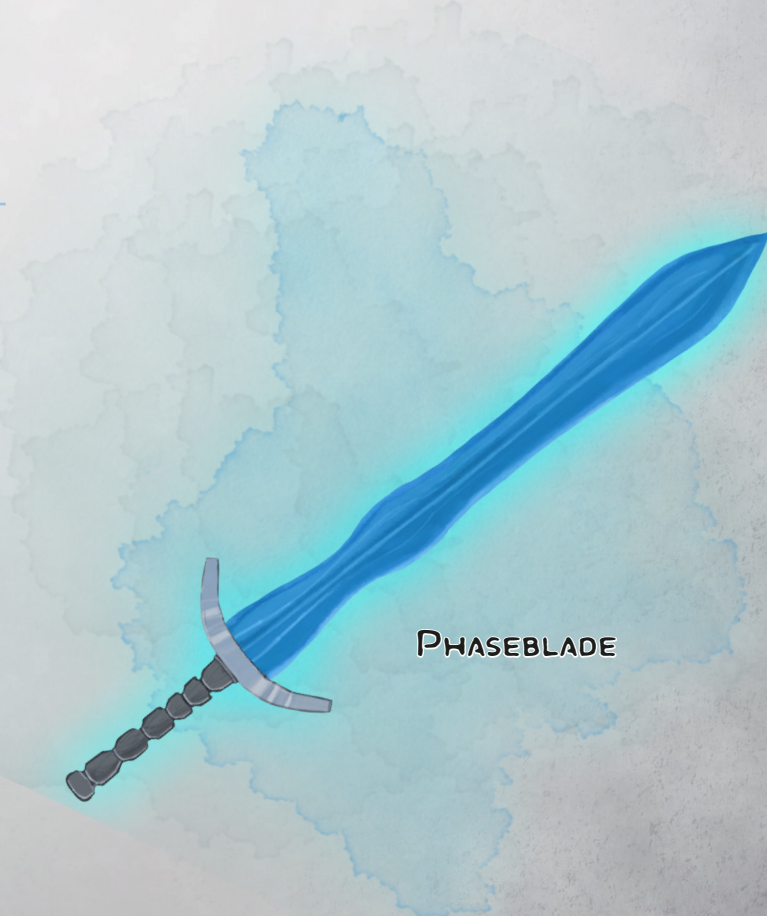
Weapon (mace), rare (requires attunement)

This mace glows faintly with divine light, and seems to soothe the malicious feelings of any who grasps it.

Conscientious. While you carry this magic mace and contemplate or undertake a malevolent act, it enhances pangs of conscience.

Sacred. When you hit a fiend or undead creature with an attack using this mace, the creature takes an extra 1d6 radiant damage.

Heavens. While you carry this magic weapon, you can use a bonus action to cast *shield of faith*. Once used, this property can't be used again until the next dawn.



SCOURGE OF PHLEGETOS

Weapon (battlehammer), rare (requires attunement)

This magic hammer is sheathed in flames, that though harmless to its wielder will explode into furious fire when wielded in combat.

Flaming. When you hit with an attack using this hammer, the target takes an extra 1d4 fire damage.

Hells. While you carry this hammer, you can use a reaction to cast *hellish rebuke* (save DC 13). Once used, this property can't be used again until the next dawn.

SIEGEBREAKER

Weapon (maul), uncommon

This magic maul is fashioned with golden studs and seems to be even larger and sturdier than usual mauls.

Siege. When you hit an object with this maul, the object takes an additional die of the weapons damage.

Momentous. Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this magic weapon, the target takes an additional 1d10 damage of the weapon's type.

SOLDIER'S REST

Weapon (spear), very rare (requires attunement)

This magic spear is of sturdy, but simple make, featuring a plain wooden shaft and an unadorned steel head.

Soldier's, greater. While you carry this magic spear, you stabilize whenever you are dying at the start of your turn. In addition, you are immune to being frightened.

Undying, greater. While you are holding this magic spear and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

SNOWSTORM

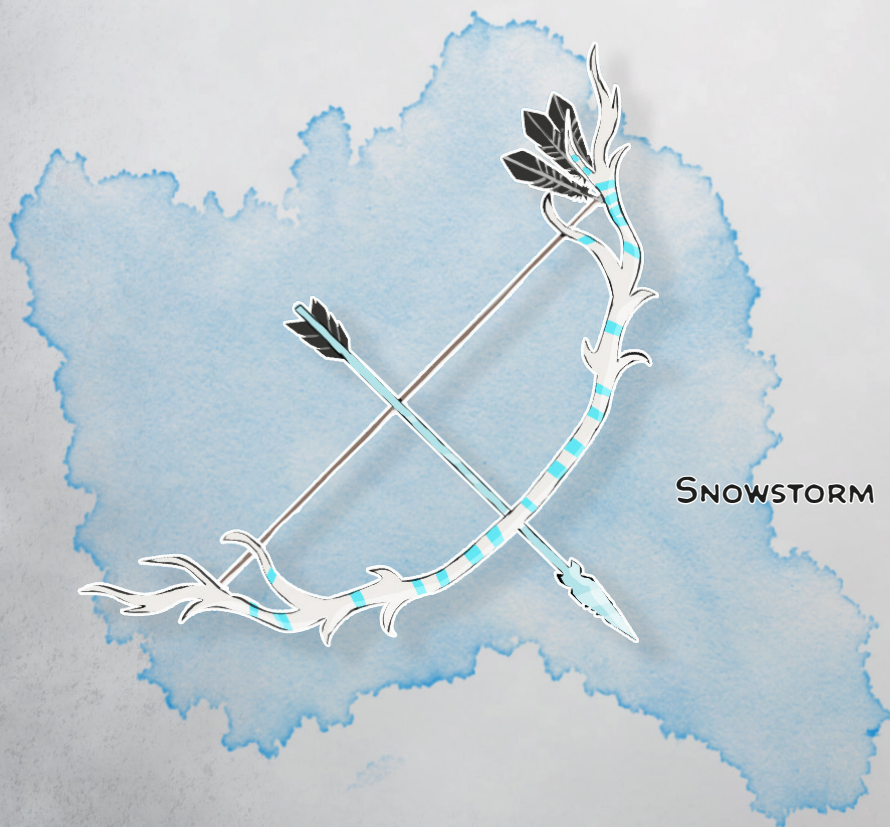
Weapon (shortbow), rare (requires attunement)

This magic bow is carved from white wood and is always cold to the touch.

Wind. While holding this magic bow, you can cast *gust*. Once used, this property can't be used again until the next dawn.

Freezing. When you hit with an attack using this bow, the target's speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

Swarm. While holding this bow, you can use an action to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. Once used, this property can't be used again until the next dawn.



STRIFE

Weapon (sickle), rare (requires attunement)

This magic sickle's blade glows with sickly green runes and drips with acid.

Symbol. This magic sickle can function as a spellcasting symbol.

Corrosive. When you hit with an attack using this sickle, the target takes an extra 1d6 acid damage at the end of its next turn.

Discord. When you hit a creature with this sickle, you can force that creature to make a DC 13 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. Once used, this property can't be used again until the next dawn.

THE RISING SUN

Weapon (warhammer), uncommon (requires attunement)

This magic warhammer is of immaculate make and imbued with a prayer to the Lord of Light in Celestial.

Harmonious. Attuning to this magic hammer takes only 1 minute.

Rising Sun. This magic hammer can hold up to 1 charge. Once per turn, when you hit a hostile creature with this hammer, it gains 1 charge.

When you make an attack roll or saving throw while holding this magic weapon, you can expend 1 of its charges to roll 1d4 and add the number rolled to the attack roll or saving throw.

If the hammer hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.



THUNDEROUS MAUL

Weapon (maul), very rare (requires attunement)

This magic maul crackles with electric energy waiting to be released.

Booming, greater. When you hit a creature with this magic maul, that creature takes an extra 1d6 thunder damage and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage, and the effect ends.

Thunder, greater. This magic maul has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *thunderwave*. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *thunder step*. The save DC for both spells is 15. The maul regains all expended charges daily at dawn.

WAR MAGE'S BLADE

Weapon (greatsword), uncommon (requires attunement)

Arcane runes decorate the blade of this magic greatsword.

Symbol. This magic sword can function as a spellcasting symbol.

War Mage's. When you cast a spell while you carry this magic sword, it becomes charged with arcane energy. The next time you hit a target with an attack made with this magic weapon before the end of your next turn, the target takes an extra 1d6 force damage.

WATCHER'S TRIDENT

Weapon (trident), uncommon (requires attunement)

Gemstone eyes decorate the shaft of this trident, which was crafted by sea elves to detect the presence of dangerous beasts.

Warning. When a beast is within 120 feet of this weapon, it glows with a dull, red light.

Watcher's. While you carry this magic weapon, you can't be surprised.

WHISPER

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

This magic crossbow is made completely from a single piece of dark zalantar wood.

Whispers. While holding this magic crossbow, you can cast *message*. Once used, this property can't be used again until the next dawn.

Ambushing. When you hit a creature that is surprised with this crossbow, the creature takes an extra 2d6 damage of the weapon's type.

Venom, greater. This crossbow has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cause one of the following poisons (see *Dungeon Master's Guide* p. 258) to coat a piece of ammunition fired from it: serpent venom (1 charge), drow poison (2 charges), or wyvern poison (3 charges). The poison remains for 1 minute or until an attack using this weapon hits a creature. The weapon regains all expended charges daily at dawn.



CHAPTER 2: THE ART OF ENCHANTING

IN THIS CHAPTER, YOU WILL FIND A SYSTEM FOR creating countless unique magic weapons for your own game, as well as expanded and flavorful rules for enchanting magic items in fifth edition DUNGEONS & DRAGONS, which characters and NPCs can use to craft their own weapons.

USING THIS BOOK

Put simply, an enchantment is just a single magical property, such as additional damage against a specific foe or the ability to cast a specific spell once per day. While any one of the enchantments in this book can be a magic item in itself, enchantments can also be combined to create more powerful and unique magic weapons, as demonstrated in **Chapter 1: Nybor's Enchanted Weapons**.

On the following pages, we will show you a system for crafting, customizing, and upgrading your own magic weapons, using the enchantments provided in **Chapter 3: Weapon Enchantments**. By making each magic weapon both upgradeable and combinable this book aims to give both DMs and players as much flexibility as possible.

VARYING RARITY

Each of the 100 weapon enchantments described in **Chapter 3: Weapon Enchantments** come in an uncommon and rare version. While thematically and mechanically similar, the enchantment's rarity determines its power, versatility and value.

Having an uncommon and rare version of each enchantment makes magic weapons more accessible, as the DM can choose the rarity that fits their group's level. It also adds another dimension to crafting and finding magic weapons, allowing for an ancestral sword to become more powerful as its wielder performs heroic feats, or giving characters the opportunity to spend their hard-earned gold on upgrading the enchantments on their magic items.

PREFIXES AND SUFFIXES

To make it easy to quickly create customized magic weapons, the enchantments in **Chapter 3: Weapon Enchantments** have been divided into prefixes and suffixes, each of which can be attached in front or behind a weapon's type, respectively. Below is a quick description of these two different types of enchantments.

PREFIXES

A prefix enchantment goes in front of the weapon's type – such as a *shocking mace* – and grants passive benefits or infinitely reusable abilities. Enchantments such as *freezing* and *war mage's* have additional effects on weapon attacks, while enchantments such as *liar's* and *swift* grant their wielders special actions or passive benefits.

Because of their passive nature, prefixes are often simpler than suffixes. Additionally, many prefix enchantments don't require attunement. To make it easy to distinguish between prefixes that require attunement and those that don't, a prefix requiring attunement is always a possessive noun, such as *athlete's*.

SUFFIXES

A suffix enchantment goes after the weapon's type – such as a *glaive of vengeance* – and grants limited abilities that must be activated. Enchantments such as *curses* and *thunder* allow the wielder to expend charges to cause magic effects or cast spells, while enchantments such as *dancing* and *master* have powerful effects that are available once per day.

Because of their active nature, suffixes are often more complex than prefixes, and always require attunement.

COMBINING PREFIXES AND SUFFIXES

The enchantments in this book are divided into prefixes and suffixes to make it easy to combine them into more complex magic weapons with both passive and active abilities. By attaching both a prefix and a suffix to the same weapon, you can create unique and powerful magic weapons such as an *inquisitor's maul of terror* or an *profane longsword of withering* in a matter of seconds. The rule of thumb: if it sounds right, it probably works!

This book contains multiple tables that allow you to roll enchantments at random, and also tables with magic weapons created from predetermined combinations of prefixes and suffixes that work well together. You can find these tables and instructions for rolling your own magic weapons in **Chapter 3: Weapon Enchantments**.

Multiple Enchantments. The rules in this document support the creation of magic items with up to three different uncommon or rare enchantments. When creating items with more than one enchantment, it helps to follow these general guidelines:

- Don't use multiple suffixes with charges, since this can quickly get very confusing.
- Don't use multiple prefixes with a possessive noun (*liar's*, *thief's*), since these often overlap in use and theme.

In **Chapter 1: Nybor's Enchanted Weapons** you can find examples of magic weapons with one, two or three enchantments created using these guidelines.

DETERMINING ITEM VALUE

A magic item with only one uncommon or rare enchantment is worth exactly as much as the enchantment is: 250 gp for an uncommon enchantment and 2,500 gp for a rare enchantment (the average value for an uncommon or rare magic item listed on pg. 135 of the *DMG*).

Magic items with more than one uncommon or rare enchantment are more expensive to craft – and thus also more valuable, as shown on the 'Multiple Enchantments Value' table below.

Multiple Enchantments Value

Number of Enchantments	Additional Value
1	—
2	+ 2,500 gp
3	+ 10,000 gp

To determine the item's total value and rarity, you simply add the value of each enchantment on the item together + the additional value determined by the number of enchantments on the item. To save you some time, the total value and rarity for magic items with up to three uncommon and/or rare enchantments are shown on the 'Magic Item Total Value and Rarity' table below.

Magic Item Total Value and Rarity

Enchantments	Value	Rarity
1 uncommon	250 gp	Uncommon
1 rare	2,500 gp	Rare
2 uncommon	3,000 gp	Rare
1 rare + 1 uncommon	5,250 gp	Very Rare
2 rare	7,500 gp	Very Rare
3 uncommon	10,750 gp	Very Rare
1 rare + 2 uncommon	13,000 gp	Very Rare
2 rare + 1 uncommon	15,250 gp	Very Rare
3 rare	17,500 gp	Very Rare

It's important to note that these values are meant as guidelines. Since determining the value of magic items is notoriously tricky and highly subjective, the DM should never hesitate to change an item's value if they disagree with the figures listed here.

Note also that adding additional enchantments that aren't uncommon or rare (see **Chapter 4: Additional Enchantments**) to an item doesn't count towards its number of enchantments.

MAKING YOUR WEAPON UNIQUE

By using the tables of enchantments in **Chapter 3: Weapon Enchantments**, it is possible to create thousands of unique magic weapons. But there's even more ways to making your weapon feel unique.

NAMING YOUR WEAPON

One of the benefits of working with prefixes and suffixes is that it automatically gives a serviceable name for the magic weapons that characters get their hands on. This doesn't mean that you have to use the name determined by a weapon's enchantments. Instead, you can let the prefixes and suffixes inspire a more unique name, so that a *devil's rapier of night* becomes *devil's night*, or a *trainer's shortbow of the hunter* becomes *relentless hunt*.

ADDITIONAL ENCHANTMENTS

In **Chapter 4: Additional Enchantments** you'll find a selection of common and sentient enchantments for weapons, which can be used to make a magic weapon feel more unique and interesting, without increasing the weapon's power or value significantly. Common enchantments can fit any weapon, and offer small bonuses in the form of an additional language, a single casting of a cantrip, or a novel passive benefit. Sentient enchantments are what they sound like – intelligent voices for magic weapons that will make them feel different from other weapons. In **Chapter 1: Nybor's Enchanted Weapons**, you can find examples of powerful magic weapons with common and sentient enchantments.

Flat Bonus Enchantments

When reading through the enchantments in **Chapter 3: Weapon Enchantments**, you will notice that there's no enchantments granting flat +1, +2 or +3 bonuses to attack and damage rolls. There are two reasons for this. First, flat bonuses can have a significant impact on the game's balance, which can sometimes make them *too* powerful, especially at lower levels. Second, while flat bonuses are powerful, they rarely affect the characters' tactics or give them additional options in combat – which is the main focus of most of the enchantments in this tome.

Even though flat bonuses aren't featured among this tome's enchantments, you are still free to use them. When creating magic items at random, you can use +1 (uncommon) or +2 (rare) enhancement bonuses to replace any unwanted enchantments you roll. Flat enhancement bonuses can also be applied to magic weapons created with these rules to make them even more powerful, as exemplified with magic weapons such as *Nybor* and *grudgebearer* in **Chapter 1: Nybor's Enchanted Weapons**.

EXPANDED ENCHANTMENT

A red-robed mage, furiously flipping through ancient scripts, while slender fingers deftly manipulate the Weave of magic over a jagged dagger strewn with a mixture of glittering gemdust and ground basilisk's horn.

A dwarven smith laboring with hammer and chisel over a magnificent maul, while a priest of Moradin recites holy words older than the mountains themselves.

A circle of elven elders, eyes closed in calm meditation, words of eldritch power spilling from bloodless lips, causing the hairs from a unicorn's mane to wrap tightly around a longbow floating in their midst.

The art of enchanting is mysterious and compelling – and ultimately rewarding, as it produces powerful magic items worthy of heroes and monarchs. In this section, you will find an expanded set of rules for enchanting magic items. These rules build upon the rules for crafting magic items in Chapter 2 of *Xanathar's Guide to Everything*, but expands their depth and versatility.

OVERVIEW

In *Dungeons & Dragons* – and the Forgotten Realms in particular – crafting magic items has typically been the job of arcane spellcasters following complex recipes, requiring valuable gemdust, the casting of spells and exotic ingredients. This is also the foundation for the crafting magic item rules laid out in *Xanathar's Guide to Everything*. The rules for enchanting items presented in this appendix follow these overall guidelines:

- Any character proficient in Arcana can enchant items.
- Each enchantment has three components: valuable gemdust, a special ingredient and a particular spell.
- An enchantment recipe contains written instructions detailing the components for a specific enchantment.
- Enchanting is a downtime activity (see the *Dungeon Master's Guide* pg. 127) which takes a specific amount of time to perform, depending on the enchantment's rarity.
- Adding multiple enchantments to the same item can be done at an additional cost.
- An enchantment can be upgraded from uncommon to rare by paying the difference in cost between the two.

To enchant an item following these rules, the enchanter must first figure out the recipe for the enchantment and gather the necessary components, before they can begin the work of actually enchanting an item.

REQUIREMENTS

The 'Enchantment Requirements'-table shows the guideline requirements and costs for common, uncommon and rare enchantments. The specific requirements for each enchantment can be found in **Appendix A: Enchantment Recipes**. As always, the DM has the final say in what is required to imbue a weapon with a particular enchantment – the figures below are meant to function only as guidelines, not strict rules.

Enchantment Requirements

Rarity	Workdays	Spell level	Special Ingredient	Gemdust
Common	5	2+*	50 gp	10 gp
Uncommon	10	3+	100 gp	100 gp
Rare	50	5+	1,000 gp	1,000 gp

*Because of their simple nature, all common weapon enchantments require a casting of the same spell, *magic weapon*, using a slot level of 2nd or higher.

UPGRADING ENCHANTMENTS

The enchantments in **Chapter 3: Weapon Enchantments** each come in two rarities: uncommon and rare. If the enchanter has an item already imbued with an uncommon enchantment, they can upgrade the enchantment to its rare version by paying the difference between the two enchantments – usually 900 gp worth of the enchantment's special ingredient plus 900 gp worth of gemdust. They must also be able to cast the spell associated with the enchantment at the required slot level.

The DM may also decide that a special event or action is required to upgrade an enchantment – or cause it to upgrade automatically – such as a character performing a heroic act or reaching a certain character level.

ENCHANTING COSTS

The combined cost of the special ingredient and gemdust shown on the 'Enchantment Requirements'-table is the enchantment's baseline cost: 200 gp for an uncommon enchantment and 2,000 gp for a rare enchantment. If you don't want to bother with individual components, this is the suggested amount of gold a character needs to spend when imbuing an item with a particular enchantment.

In practice, the actual cost of an enchantment will vary depending on what resources are available to the enchanter. If they already have the pixie dust they need for their uncommon *ally's* enchantment, they can bring the cost down by 100 gp – but if they need to hire a priest to cast *spiritual weapon*, they'll have to spend 30 gp (see 'Gathering Components' on page 16). And, if an enchanter doesn't know the recipe for the enchantment they want to imbue an item with, they will first have to spend gold and time learning it (see 'Finding Recipes' on the next page).

MULTIPLE ENCHANTMENTS

If a character wants to add multiple uncommon or rare enchantments to an item, they must pay an additional cost in gemdust, as shown on the 'Multiple Enchantments Cost'-table.

Multiple Enchantments Cost

Number of Enchantments	Additional Cost
1	—
2	+ 2,000 gp
3	+ 8,000 gp

Each time the enchanter adds another enchantment to an item, they must pay the difference in this additional cost. This means that the enchanter must pay 2,000 gp in addition to the cost of the enchantment when imbuing an item with a second enchantment, and then another 6,000 gp when adding a third enchantment to the item.

Paying an Enchanter

If the characters outsource the enchanting to a professional, they will have to pay the item's value (see the 'Magic Item Total Value and Rarity'-table on the previous page). An enchantment's value is equal to +25% of the baseline cost, or +25% of the enchanted item's total cost if it has multiple uncommon or rare enchantments. This mark-up in cost covers time spent, tools, and other expenses – and the enchanter's profits, of course!

FINDING RECIPES

An enchantment has two specific components beyond valuable gemdust: a special ingredient and a particular spell. As always, it is up to the DM how important recipes are in their game. In some games, recipes may even be unnecessary, and a character can imbue an item with any enchantment they want, as long as they pay the cost. However, in games where recipes are necessary, the characters need ways to discover them – here are some ways that can happen.

ENCHANTMENT RECIPES AS LOOT

Enchantment recipes can be found as treasure in a wizard's notebook, in a monster's hoard of treasure, or given as a reward by an employer, making it yet another type of loot for the players to find. This method works especially well if a player is enamored with the idea of enchanting items themselves, and enjoys gathering knowledge about new and interesting enchantments.

BUYING THE RECIPE

Characters may also be able to purchase a recipe from an enchanter, wizard or other entity that might hold such knowledge. An enchantment recipe usually costs 10–20% of the value of the enchantment it holds instructions for.

RESEARCH

A character can also spend downtime trying to figure out the enchantment for herself through a painstaking process of research and trial-and-error. The character rolls an Intelligence (Arcana) check and subtracts the result from the number of workdays shown on the 'Enchantment Research'-table to figure out how long it takes to learn the enchantment (a minimum of 1 day). The workdays spent is then multiplied by the 'Research Cost'-column to determine the cost of research.

Enchantment Research

Rarity	Workdays	Research Cost
Common	15 – Intelligence (Arcana) check	10 gp/day
Uncommon	20 – Intelligence (Arcana) check	20 gp/day
Rare	30 – Intelligence (Arcana) check	50 gp/day

DISENCHANTMENT

If a character already possesses an item with the enchantment they want to learn the recipe for, they can also learn the recipe through a process known as 'disenchantment'. By carefully peeling back the enchantment's layers piece by piece, the existing enchantment fades and disappears while the character gains knowledge of the recipe, as well as half the amount of gemdust required for the enchantment. If an enchantment is removed from an item with more than one enchantments, the enchanter also recuperates half the gemdust paid when adding the enchantment (as described under 'Multiple Enchantments' on the previous page). Disenchanting can only be performed by a character with proficiency in Arcana and who has a high enough caster level, as shown on the 'Disenchantment Requirements'-table.

Disenchantment Requirements

Rarity	Workdays	Caster level
Common	1	3rd
Uncommon	2	5th
Rare	10	9th



THE AWAKENED TREE LIFFERLAS
ASSISTS A DRUID IN THE
ENCHANTING OF A MAGIC
QUARTERSTAFF

GATHERING COMPONENTS

When the character knows the recipe for an enchantment, they can begin the process of gathering the necessary components. The three components – valuable gemdust, a special ingredient from an exotic beast or monster, and a particular spell cast at a particular level – must be gathered before any actual enchanting can be done.

GEMDUST

All enchantments require valuable gems, which must be ground into fine dust and is consumed during the enchanting process. This component is often the easiest to find, as most cities have jewelers and merchants who trade in gems. The DM can require that the gem be of a specific type, although this is only really significant if the characters' access to vendors is very limited, or the gemstone in question is extremely rare. The gemdust required for enchanting can also be harvested by disenchanting an existing enchantment (see 'Disenchantment' on the previous page).

SPECIAL INGREDIENT

A special ingredient is typically organic paraphernalia harvested from a defeated monster. There are two primary ways to handle the acquisition of a special ingredient – either the enchanter can buy or bargain for the ingredient, or it must be procured directly from the source.

When the gathering of components is handled during downtime, it's up to the DM to decide how the ingredient is gathered – perhaps the characters get a fistful of night hag hair from a shady vendor, or track down a night hag terrorizing a small hamlet to take it for themselves! The DM can also choose to make a small scene or quest out of the endeavor, allowing the players to roleplay their shopping trek, or play out their encounter with a night hag.

On the recipe tables in 'Appendix A: Enchantment Recipes', each enchantment has a named ingredient. The exact quantity and value of the ingredient is left purposefully vague, so that 1,000 gp worth of dragon scales might mean a single scale or a wagonload, at the DM's discretion. Characters that try to make a business out of harvesting ingredients from every monster they slay will be disappointed to discover that buyers are rare, and that vendors buy ingredients at a fraction of the cost listed in the 'Enchantment Requirements'-table.

SPELL

The 'Uncommon and Rare Enchantments'-table in 'Appendix A: Enchantment Recipes' show which spell must be cast as part of the enchantment process. This part is easy for the character if they can cast the spell at the minimum level (see the 'Spell level'-column of the 'Enchantment Requirements'-table) themselves, or if another member of the party can cast it. If not, the character must find another way to cast the spell.

Hire Spellcaster. Finding a spellcaster willing to cast spells for gold isn't too hard in most major cities. While expensive, it is still usually the cheapest option.

Copy Spell. A character can sometimes find another wizard who will let them copy a spell from their spellbook. As most wizards guard their spells enviously, this is expensive (the cost of the materials used to scribe the spell is included in the cost listed in the 'Copy Spell'-column).

Buy Spell Scroll. As a last resort, if the enchanter can't find a spellcaster who will cast the spell they need, they can instead buy a spell scroll containing the spell.

Spell Component Cost

Level	Hire Spellcaster	Copy Spell	Buy Spell Scroll
1st	10 gp	25 gp	50 gp
2nd	20 gp	75 gp	150 gp
3rd	30 gp	150 gp	300 gp
4th	40 gp	250 gp	500 gp
5th	50 gp	500 gp	1000 gp

A GROUP OF SINISTER CULTISTS
ENCHANT THEIR WEAPONS BY A DARK
MYTHAL, AN ANCIENT BEACON OF
IMMENSE ARCANIC POWER



CHAPTER 3: WEAPON ENCHANTMENTS

This chapter contains 100 enchantments for weapons, each of which comes in an uncommon and rare version. These enchantments are further divided into prefixes and suffixes, allowing you to quickly put together magic weapons both randomly or by design.

STEP-BY-STEP GUIDE

Below is a step-by-step guide to quickly creating magic weapons of any rarity from uncommon to legendary, using the rolling tables on the following pages. These are steps a DM can follow when they need to decide what the characters find in the dragon's hoard, or when outfitting a powerful NPC with a magic weapon.

1. Rarity. First choose the rarity of the weapon you want to create, or roll a rarity at random on the 'Random Magic Weapon'-table.

2. Roll Enchantments. Follow the rolling instructions in the 'Enchantments'-column of the 'Random Magic Weapon'-table. Alternatively, you can roll a weapon with two or three preselected enchantments on Tables F and G, assigning rarity to each enchantment as you see fit.

3. Weapon Type. When you have found the weapon's enchantments, choose a weapon type to affix them to, or roll a type of weapon type at random on the 'Weapon Type'-tables on page 23.

The secret to enchanting is finding the exact combination of enchantments that fulfills your, or your client's, needs. Sometimes it's about fixing weaknesses, other times it's about playing to strengths. Most of the time, it's what you didn't think you needed, you end up cherishing most. As a dear associate once taught me: 'you don't regret not learning to swim, until you're in the water.' Oh, and: 'be respectful to your enchanter, if you rely on their magic to keep you afloat'. Had many lessons to teach, that one. Pity he had to leave us so soon...

Random Magic Weapon

d100	Rarity	Enchantments
01–40	Uncommon	Roll one uncommon enchantment on Table A
41–60	Rare	Roll one rare enchantment on Table A
61–70	Rare	Roll one uncommon enchantment each on Tables B and C
71–75	Very Rare	Roll one rare enchantment on Table B and one uncommon enchantment on Table C
76–80	Very Rare	Roll one uncommon enchantment on Table B and one rare enchantment on Table C
81–85	Very Rare	Roll one uncommon enchantment each on Tables C, D and E
86–90	Very Rare	Roll one rare enchantment each on Tables B and C
91–94	Very Rare	Roll one rare enchantment on Table C and one uncommon enchantment each on Tables D and E
95–98	Very Rare	Roll one uncommon enchantment on Table C and one rare enchantment each on Tables D and E
99–00	Very Rare	Roll one rare enchantment each on Tables C, D and E

ENCHANTMENT TABLES

The tables on the following pages are created to make it easy rolling a magic weapon at random. Below is a brief explanation of each table and how you can use them.

Table A gives a complete overview of all 100 weapon enchantments in this chapter.

Tables B and C organizes the enchantments by type, letting you roll for either a prefix or a suffix.

Tables D and E organizes prefix enchantments by whether they require attunement or not.

Table F features magic weapons with a preselected combination of one prefix and one suffix.

Table G features magic weapons with a preselected combination of two prefixes and a suffix.

Tables H–K allows you to determine a weapon type at random, either choosing from all weapons, or specific groups of weapons such as melee or ranged.

Table A: Weapon Enchantments

d100	Enchantment Name	Type	Weapon
1	Ally's	Prefix	Any
2	Ambushing	Prefix	Any
3	Answering	Prefix	Melee
4	Antimagic	Suffix	Any
5	Arcane	Prefix	Any
6	Athlete's	Prefix	Melee
7	Avenger's	Prefix	Any
8	Awakening Mind	Suffix	Any
9	Bat's	Prefix	Any
10	Berserker's	Prefix	Any
11	Blinding	Prefix	Any
12	Booming	Prefix	Any
13	Celebration	Suffix	Any
14	Champion	Suffix	Any
15	Commander's	Prefix	Any
16	Corrosive	Prefix	Any
17	Creeping Cold	Suffix	Any
18	Curses	Suffix	Any
19	Dancing	Suffix	Melee
20	Dawn	Suffix	Any
21	Deflecting	Prefix	Melee
22	Devil's	Prefix	Any
23	Discord	Suffix	Any
24	Disruptive	Prefix	Any
25	Dragon	Suffix	Any
26	Duelist's	Prefix	Melee
27	Elements	Suffix	Any
28	Enchanter's	Prefix	Any
29	Far Step	Suffix	Any
30	Executioner's	Prefix	Any
31	Flaming	Prefix	Any
32	Foe Slayer	Prefix	Any
33	Freezing	Prefix	Any
34	Ghoul's	Prefix	Any
35	Giant	Suffix	Any
36	Haste	Suffix	Any
37	Haunting	Suffix	Any
38	Hawkish	Prefix	Ranged
39	Heavens	Suffix	Any

d100	Enchantment Name	Type	Weapon
40	Hells	Suffix	Any
41	Hope	Suffix	Any
42	Hunter	Suffix	Any
43	Inevitable End	Suffix	Any
44	Inquisitor's	Prefix	Any
45	Intrusion	Suffix	Any
46	Keen	Prefix	Any
47	Liar's	Prefix	Any
48	Lightning	Suffix	Ranged
49	Luck	Suffix	Any
50	Mage Slayer's	Prefix	Any
51	Master	Suffix	Any
52	Mirrors	Suffix	Any
53	Mocking	Prefix	Any
54	Momentous	Prefix	Melee
55	Night	Suffix	Any
56	Ocean	Suffix	Any
57	Oozing Acid	Suffix	Any
58	Petrifying	Prefix	Any
59	Phaser's	Prefix	Any
60	Poisonous	Prefix	Piercing/slashing
61	Polymorph	Prefix	Any
62	Profane	Prefix	Any
63	Rising Sun	Suffix	Any
64	Roaring Fire	Suffix	Any
65	Roiling Clouds	Suffix	Any
66	Sacred	Prefix	Any
67	Seeking	Suffix	Ranged
68	Sentinel's	Prefix	Melee
69	Shadow	Suffix	Melee
70	Shattering	Prefix	Any
71	Shocking	Prefix	Any
72	Skirmisher's	Prefix	Any
73	Soldier's	Prefix	Any
74	Soul Theft	Suffix	Any
75	Spell Absorption	Suffix	Any
76	Spellbreaker	Suffix	Any
77	Spreading Rot	Suffix	Any
78	Striking Lightning	Suffix	Any
79	Swarm	Suffix	Ranged
80	Swift	Prefix	Any
81	Terror	Suffix	Any
82	Thief's	Prefix	Any
83	Thorns	Suffix	Any
84	Thrower's	Prefix	Melee
85	Thunder	Suffix	Any
86	Trainer's	Prefix	Any
87	True Strikes	Suffix	Any
88	Undying	Suffix	Any
89	Unicorn's	Prefix	Any
90	Untamed Force	Suffix	Any
91	Vengeance	Suffix	Any
92	Venom	Suffix	Piercing/slashing
93	Vicious	Prefix	Any
94	Wailing	Prefix	Any
95	War Mage's	Prefix	Any
96	Watcher's	Prefix	Any
97	Weave	Suffix	Any
98	Withering	Suffix	Any
99	Warrior's	Prefix	Any
00	Zephyr	Suffix	Any

Table B: Prefix Weapon Enchantments

d100	Enchantment Name	Weapon
01–02	Ally's	Any
03–04	Ambushing	Any
05–06	Answering	Melee
07–08	Arcane	Any
09–10	Athlete's	Melee
11–12	Avenger's	Any
13–14	Bat's	Any
15–16	Berserker's	Any
17–18	Blinding	Any
19–20	Booming	Any
21–22	Commander's	Any
23–24	Corrosive	Any
25–26	Deflecting	Melee
27–28	Devil's	Any
29–30	Disruptive	Any
31–32	Duelist's	Melee
33–34	Enchanter's	Any
35–36	Executioner's	Any
37–38	Flaming	Any
39–40	Foe Slayer	Any
41–42	Freezing	Any
43–44	Ghoul's	Any
45–46	Hawkish	Ranged
47–48	Inquisitor's	Any
49–50	Keen	Any
51–52	Liar's	Any
53–54	Mage Slayer's	Any
55–56	Mocking	Any
57–58	Momentous	Melee
59–60	Petrifying	Any
61–62	Phaser's	Any
63–64	Poisonous	Piercing/slashing
65–66	Polymorph	Any
67–68	Profane	Any
69–70	Sacred	Any
71–72	Sentinel's	Melee
73–74	Shattering	Any
75–76	Shocking	Any
77–78	Skirmisher's	Any
79–80	Soldier's	Any
81–82	Swift	Any
83–84	Thief's	Any
85–86	Thrower's	Melee
87–88	Trainer's	Any
89–90	Unicorn's	Any
91–92	Vicious	Any
93–94	Wailing	Any
95–96	War Mage's	Any
97–98	Watcher's	Any
99–00	Warrior's	Any

Table C: Suffix Weapon Enchantments

d100	Name	Weapon
01–02	Antimagic	Any
03–04	Awakening Mind	Any
05–06	Celebration	Any
07–08	Champion	Any
09–10	Creeping Cold	Any
11–12	Curses	Any
13–14	Dancing	Melee
15–16	Dawn	Any
17–18	Discord	Any
19–20	Dragon	Any
21–22	Elements	Any
23–24	Far Step	Any
25–26	Giant	Any
27–28	Haste	Any
29–30	Haunting	Any
31–32	Heavens	Any
33–34	Hells	Any
35–36	Hope	Any
37–38	Hunter	Any
39–40	Inevitable End	Any
41–42	Intrusion	Any
43–44	Lightning	Ranged
45–46	Luck	Any
47–48	Master	Any
49–50	Mirrors	Any
51–52	Night	Any
53–54	Ocean	Any
55–56	Oozing Acid	Any
57–58	Rising Sun	Any
59–60	Roaring Fire	Any
61–62	Roiling Clouds	Any
63–64	Seeking	Ranged
65–66	Shadow	Melee
67–68	Soul Theft	Any
69–70	Spell Absorption	Any
71–72	Spellbreaker	Any
73–74	Spreading Rot	Any
75–76	Striking Lightning	Any
77–78	Swarm	Ranged
79–80	Terror	Any
81–82	Thorns	Any
83–84	Thunder	Any
85–86	True Strikes	Any
87–88	Undying	Any
89–90	Untamed Force	Any
91–92	Vengeance	Any
93–94	Venom	Piercing/slashing
95–96	Weave	Any
97–98	Withering	Any
99–00	Zephyr	Any

Table D: Prefix Enchantments (Attunement)

d100	Enchantment Name	Weapon Type
01–04	Ally's	Any
05–08	Athlete's	Melee
09–12	Avenger's	Any
13–16	Bat's	Any
17–20	Berserker's	Any
21–24	Commander's	Any
25–28	Devil's	Any
29–32	Duelist's	Melee
33–36	Enchanter's	Any
37–40	Executioner's	Any
41–44	Ghoul's	Any
45–48	Inquisitor's	Any
49–52	Liar's	Any
53–56	Mage Slayer's	Any
57–60	Phaser's	Any
61–64	Sentinel's	Melee
65–68	Skirmisher's	Any
69–72	Soldier's	Any
73–76	Thief's	Any
77–80	Thrower's	Melee
81–84	Trainer's	Any
85–88	Unicorn's	Any
89–92	War Mage's	Any
93–96	Watcher's	Any
97–00	Warrior's	Any

Table E: Prefix Enchantments (No Attunement)

d100	Enchantment Name	Weapon Type
01–04	Ambushing	Any
05–08	Answering	Melee
09–12	Arcane	Any
13–16	Blinding	Any
17–20	Booming	Any
21–24	Corrosive	Any
25–28	Deflecting	Melee
29–32	Disruptive	Any
33–36	Flaming	Any
37–40	Foe Slayer	Any
41–44	Freezing	Any
45–48	Hawkish	Ranged
49–52	Keen	Any
53–56	Mocking	Any
57–60	Momentous	Melee
61–64	Petrifying	Any
65–68	Poisonous	Piercing/slashing
69–72	Polymorph	Any
73–76	Profane	Any
77–80	Sacred	Any
81–84	Shattering	Any
85–88	Shocking	Any
89–92	Swift	Any
93–96	Vicious	Any
97–00	Wailing	Any

**MACE OF THE
RISING SUN**

Table F: Magic Weapons with 2 Enchantments

d100	Prefix Name	Suffix Name	Weapon
1	Ally's	Dancing	Melee
2	Ally's	Hope	Any
3	Ambushing	Shadow	Melee
4	Ambushing	Venom	Piercing/slashing
5	Answering	Far Step	Melee
6	Answering	Untamed Force	Melee
7	Arcane	Untamed Force	Any
8	Arcane	Weave	Any
9	Athlete's	Heavens	Melee
10	Athlete's	Thunder	Melee
11	Avenger's	Vengeance	Any
12	Avenger's	Curses	Any
13	Bat's	Luck	Any
14	Bat's	Withering	Any
15	Berserker's	Thorns	Any
16	Berserker's	Dragon	Any
17	Blinding	Dawn	Any
18	Blinding	Mirrors	Any
19	Booming	Roiling Clouds	Any
20	Booming	Dancing	Melee
21	Commander's	Champion	Any
22	Commander's	Oozing Acid	Any
23	Corrosive	Oozing Acid	Any
24	Corrosive	Discord	Any
25	Deflecting	Elements	Melee
26	Deflecting	Haste	Melee
27	Devil's	Night	Any
28	Devil's	Hells	Any
29	Disruptive	Spellbreaker	Any
30	Disruptive	Antimagic	Any
31	Duelist's	Hope	Melee
32	Duelist's	Champion	Melee
33	Enchanter's	Master	Any
34	Enchanter's	Intrusion	Any
35	Executioner's	Haunting	Any
36	Executioner's	Soul Theft	Any
37	Flaming	Roaring Fire	Any
38	Flaming	Giant	Any
39	Foe Slayer	Dragon	Any
40	Foe Slayer	Vengeance	Any
41	Freezing	Creeping Cold	Any
42	Freezing	Far Step	Any
43	Ghoul's	Soul Theft	Any
44	Ghoul's	Inevitable End	Any
45	Hawkish	Swarm	Ranged
46	Hawkish	Seeking	Ranged
47	Inquisitor's	Withering	Any
48	Inquisitor's	Haunting	Any
49	Keen	Lightning	Ranged
50	Keen	Luck	Any

d100	Prefix Name	Suffix Name	Weapon
51	Liar's	Mirrors	Any
52	Liar's	Spreading Rot	Any
53	Mage Slayer's	Antimagic	Any
54	Mage Slayer's	Spell Absorption	Any
55	Mocking	Awakening Mind	Any
56	Mocking	Master	Any
57	Momentous	Giant	Melee
58	Momentous	Zephyr	Melee
59	Petrifying	Curses	Any
60	Petrifying	Dawn	Any
61	Phaser's	Spell Absorption	Any
62	Phaser's	Awakening Mind	Any
63	Poisonous	Spreading Rot	Piercing/slashing
64	Poisonous	True Strikes	Piercing/slashing
65	Polymorph	Weave	Any
66	Polymorph	Ocean	Any
67	Profane	Inevitable End	Any
68	Profane	Terror	Any
69	Sacred	Rising Sun	Any
70	Sacred	Heavens	Any
71	Sentinel's	Discord	Melee
72	Sentinel's	Shadow	Melee
73	Shattering	Thunder	Any
74	Shattering	Roiling Clouds	Any
75	Shocking	Striking Lightning	Any
76	Shocking	Swarm	Ranged
77	Skirmisher's	Haste	Any
78	Skirmisher's	Creeping Cold	Any
79	Soldier's	Undying	Any
80	Soldier's	Roaring Fire	Any
81	Swift	Ocean	Any
82	Swift	Striking Lightning	Any
83	Thief's	Venom	Piercing/slashing
84	Thief's	Night	Any
85	Thrower's	Seeking	Melee
87	Thrower's	Lightning	Melee
86	Trainer's	Hunter	Any
88	Trainer's	Thorns	Any
89	Unicorn's	Celebration	Any
90	Unicorn's	Rising Sun	Any
91	Vicious	Terror	Any
92	Vicious	Undying	Any
93	Wailing	Intrusion	Any
94	Wailing	Hunter	Any
95	War Mage's	True Strikes	Any
96	War Mage's	Spellbreaker	Any
97	Watcher's	Zephyr	Any
98	Watcher's	Elements	Any
99	Warrior's	Hells	Any
00	Warrior's	Celebration	Any

Table G: Magic Weapons with 3 Enchantments

d100	1st Prefix	2nd Prefix	Suffix Name	Weapon
01–02	Ally's	Deflecting	Dancing	Melee
03–04	Ally's	Keen	True Strikes	Any
05–06	Athlete's	Keen	Heavens	Melee
07–08	Athlete's	Momentous	Thunder	Melee
09–10	Avenger's	Answering	Vengeance	Melee
11–12	Avenger's	Shattering	Celebration	Any
13–14	Bat's	Mocking	Luck	Any
15–16	Bat's	Flaming	Roaring Fire	Any
17–18	Berserker's	Flaming	Dragon	Any
19–20	Berserker's	Swift	Undying	Any
21–22	Commander's	Blinding	Champion	Any
23–24	Commander's	Sacred	Rising Sun	Any
25–26	Devil's	Profane	Hells	Any
27–28	Devil's	Ambushing	Night	Any
29–30	Duelist's	Shocking	Elements	Melee
31–32	Duelist's	Wailing	Shadow	Melee
33–34	Enchanter's	Petrifying	Master	Any
35–36	Enchanter's	Polymorph	Intrusion	Any
37–38	Executioner's	Foe Slayer	Terror	Any
39–40	Executioner's	Disruptive	Venom	Piercing/slashing
41–42	Ghoul's	Corrosive	Curses	Any
43–44	Ghoul's	Profane	Inevitable End	Any
45–46	Inquisitor's	Vicious	Soul Theft	Any
47–48	Inquisitor's	Corrosive	Oozing Acid	Any
49–50	Liar's	Poisonous	Mirrors	Piercing/Slashing
51–52	Liar's	Mocking	Awakening Mind	Any
53–54	Mage Slayer's	Disruptive	Antimagic	Any
55–56	Mage Slayer's	Arcane	Spell Absorption	Any
57–58	Phaser's	Swift	Discord	Any
59–60	Phaser's	Shocking	Striking Lightning	Any
61–62	Sentinel's	Freezing	Far Step	Melee
63–64	Sentinel's	Booming	Roiling Clouds	Melee
65–66	Skirmisher's	Booming	Haste	Any
67–68	Skirmisher's	Freezing	Creeping Cold	Any
69–70	Soldier's	Hawkish	Seeking	Ranged
71–72	Soldier's	Petrifying	Swarm	Ranged
73–74	Thief's	Ambushing	Spellbreaker	Any
75–76	Thief's	Poisonous	Spreading Rot	Piercing/slashing
77–78	Thrower's	Shattering	Giant	Melee
79–80	Thrower's	Hawkish	Lightning	Melee
81–82	Trainer's	Polymorph	Hunter	Any
83–84	Trainer's	Foe Slayer	Ocean	Any
85–86	Unicorn's	Sacred	Dawn	Any
87–88	Unicorn's	Blinding	Hope	Any
89–90	War Mage's	Arcane	Untamed Force	Any
91–92	War Mage's	Vicious	Weave	Any
93–94	Watcher's	Momentous	Withering	Any
95–96	Watcher's	Answering	Zephyr	Melee
97–98	Warrior's	Wailing	Haunting	Any
99–00	Warrior's	Deflecting	Thorns	Melee

WEAPON TYPE TABLES

Table H: All Weapons

d100	Name	Properties
01–02	Club	Light
03–05	Dagger	Finesse, light, thrown
06–08	Greatclub	Two-handed
09–11	Handaxe	Light, thrown
12–14	Javelin	Thrown
15–17	Light hammer	Light, thrown
18–19	Mace	—
20–22	Quarterstaff	Versatile
23–24	Sickle	Light
25–27	Spear	Thrown
28–30	Crossbow, light	Ammunition
31–33	Dart	Finesse, thrown
34–36	Shortbow	Ammunition, two-handed
37–38	Sling	Ammunition
39–41	Battleaxe	Versatile
42–43	Flail	—
44–46	Glaive	Heavy, reach, two-handed
47–49	Greataxe	Heavy, two-handed
50–52	Greatsword	Heavy, two-handed
53–55	Halberd	Heavy, reach, two-handed
56–57	Lance	Reach, special
58–60	Longsword	Versatile
61–63	Maul	Heavy, two-handed
64–66	Morningstar	—
67–69	Pike	Heavy, reach, two-handed
70–72	Rapier	Finesse
73–75	Scimitar	Finesse, light
76–78	Shortsword	Finesse, light
79–81	Trident	Thrown, versatile
82–83	War pick	—
84–86	Warhammer	Versatile
87–88	Whip	Finesse, reach
89–90	Blowgun	Ammunition, loading
91–93	Crossbow, hand	Ammunition, light, loading
94–96	Crossbow, heavy	Ammunition, heavy, loading, two-handed
97–00	Longbow	Ammunition, heavy, two-handed

Table I: Ranged Weapons

d100	Name	Properties
01–07	Dagger	Finesse, light, thrown
08–15	Dart	Finesse, thrown
16–21	Handaxe	Light, thrown
22–29	Javelin	Thrown
30–35	Light hammer	Light, thrown
36–43	Spear	Thrown
44–49	Trident	Thrown, versatile
50–55	Blowgun	Ammunition, loading
56–63	Crossbow, light	Ammunition
64–71	Crossbow, hand	Ammunition, light, loading
72–79	Crossbow, heavy	Ammunition, heavy, loading, two-handed
80–87	Longbow	Ammunition, heavy, two-handed
88–95	Shortbow	Ammunition, two-handed
96–00	Sling	Ammunition

Table J: Melee Weapons

d100	Name	Properties
01–03	Club	Light
04–07	Dagger	Finesse, light, thrown
08–10	Greatclub	Two-handed
11–14	Handaxe	Light, thrown
15–18	Light hammer	Light, thrown
19–21	Mace	—
22–25	Quarterstaff	Versatile
26–28	Sickle	Light
29–32	Spear	Thrown
33–36	Battleaxe	Versatile
37–40	Flail	—
41–44	Glaive	Heavy, reach, two-handed
45–48	Greataxe	Heavy, two-handed
49–52	Greatsword	Heavy, two-handed
53–56	Halberd	Heavy, reach, two-handed
57–59	Lance	Reach, special
60–63	Longsword	Versatile
64–67	Maul	Heavy, two-handed
68–71	Morningstar	—
72–75	Pike	Heavy, reach, two-handed
76–79	Rapier	Finesse
80–83	Scimitar	Finesse, light
84–87	Shortsword	Finesse, light
88–91	Trident	Thrown, versatile
92–94	War pick	—
95–98	Warhammer	Versatile
99–00	Whip	Finesse, reach

Table K: Piercing/slashing weapons

d100	Name	Properties
01–04	Dagger	Finesse, light, thrown
05–08	Handaxe	Light, thrown
09–12	Javelin	Thrown
13–14	Sickle	Light
15–18	Spear	Thrown
19–22	Crossbow, light	Ammunition
23–26	Dart	Finesse, thrown
27–30	Shortbow	Ammunition, two-handed
31–34	Battleaxe	Versatile
35–38	Glaive	Heavy, reach, two-handed
39–42	Greataxe	Heavy, two-handed
43–46	Greatsword	Heavy, two-handed
47–50	Halberd	Heavy, reach, two-handed
51–52	Lance	Reach, special
53–56	Longsword	Versatile
57–60	Morningstar	—
61–64	Pike	Heavy, reach, two-handed
65–68	Rapier	Finesse
69–72	Scimitar	Finesse, light
73–76	Shortsword	Finesse, light
77–80	Trident	Thrown, versatile
81–84	War pick	—
85–86	Whip	Finesse, reach
87–88	Blowgun	Ammunition, loading
89–92	Crossbow, hand	Ammunition, light, loading
93–96	Crossbow, heavy	Ammunition, heavy, loading, two-handed
97–00	Longbow	Ammunition, heavy, two-handed

WEAPON ENCHANTMENTS

Below are 100 enchantments for magic weapons, each of which come in an uncommon and rare version. The rare version of each enchantment usually has the same overall theme and mechanics as the uncommon version, except more powerful, versatile or both.

ALLY'S [PREFIX]

Popular with both soldiers and adventurers, an *ally's weapon* hums delightedly when wielded in harmony with another warrior's weapon. It will often feature depictions of armies, battles or hands clasped in friendship.

ALLY'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this magic weapon, the creature takes an extra 1d6 damage of the weapon's type if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

ALLY'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this magic weapon, the creature takes an extra 2d6 damage of the weapon's type if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

AMBUSHING [PREFIX]

An *ambushing weapon* is a favorite with rogues and assassins. It is often crafted from sleek black wood or metal, polished and oiled to always give its wielder the benefit of surprise.

AMBUSHING

Weapon (any), uncommon

When you hit a creature that is surprised with this magic weapon, the creature takes an extra 2d6 damage of the weapon's type.

AMBUSHING, GREATER

Weapon (any), rare

When you hit a creature that is surprised with this magic weapon, the creature takes an extra 4d6 damage of the weapon's type.

ANSWERING [PREFIX]

An *answering weapon* is often decorated with scowling demonic faces or righteous angels with furrowed brows. It is particularly popular with the nobility – especially those nobles who answer any slight with a duel to the death.

ANSWERING

Weapon (any melee), uncommon

While holding this magic weapon, you can use your reaction to make one melee attack with disadvantage with it against any creature in your reach that deals damage to you.

ANSWERING, GREATER

Weapon (any melee), rare

While holding this magic weapon, you can use your reaction to make one melee attack with it against any creature in your reach that deals damage to you.

ANTIMAGIC [SUFFIX]

Sought after by any warrior who find themselves often quarreling with mages, a *weapon of antimagic* is likely discrete and unassuming, revealing none of the great power it holds within.

ANTIMAGIC

Weapon (any), uncommon (requires attunement)

While holding his magic weapon, you can use an action to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. Once used, this property can't be used again until the next dawn.

ANTIMAGIC, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 of its charges to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. While this antimagic field is active, you can use a bonus action and expend 1 of the weapon's charges to extend its duration until the end of your next turn. The weapon regains all expended charges daily at dawn.

ARCANE [PREFIX]

An *arcane weapon* is often crafted from crystal or glass-like materials, featuring glowing glyphs of magic that allow it to pass through common spellwards.

ARCANE

Weapon (any), uncommon

The spells *mage armor*, *shield* and *shield of faith* provide no defense against this magic weapon, which passes through those spells' barriers of magical force.

ARCANE, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an extra 1d6 force damage. The spells *mage armor*, *shield* and *shield of faith* provide no defense against the weapon, which passes through those spells' barriers of magical force.

ATHLETE'S [PREFIX]

An *athlete's weapon* is crafted for performance – sleek, efficient and powerful in its build. It is particularly popular with gladiators and other close-quarters combatants.

ATHLETE'S

Weapon (any melee), uncommon (requires attunement)

When you attack with this magic weapon on your turn, you can use a bonus action to try to grapple or shove a creature within 5 feet of you.

ATHLETE'S, GREATER

Weapon (any melee), rare (requires attunement)

While carrying this magic weapon, you have advantage on Athletics checks. In addition, when you attack with this weapon on your turn, you can use a bonus action to try to grapple or shove a creature within 5 feet of you.

AVENGER'S [PREFIX]

An *avenger's weapon* will often seem to snarl and nearly lash out on its own accord against any enemy within reach. It is highly regarded by berserkers, gladiators, duelists and other hand-to-hand combatants.

AVENGER'S

Weapon (any), uncommon (requires attunement)

When you hit a target with this magic weapon, the target takes an extra 1d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

AVENGER'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a target with this magic weapon, the target takes an extra 2d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

AWAKENING MIND

A *weapon of the awakening mind* is often unassuming to look at until used in combat, when dormant runes on its surface light up with arcane power with each strike.

AWAKENING MIND

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When you roll an Intelligence, Wisdom or Charisma saving throw while holding the weapon, you can expend 1 charge to give yourself advantage on the roll.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

AWAKENING MIND, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding it, you can expend the weapon's charges to cause the following effects:

- When you roll an Intelligence, Wisdom or Charisma saving throw, you can expend 1 charge to give yourself advantage on the roll.
- As an action, you can expend 3 charges to cast *confusion* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

BAT'S [PREFIX]

A *bat's weapon* is highly sought after by those who delve in crypts or adventure in the Underdark. The weapon emits an almost imperceptible hum as it faintly vibrates, letting its wielder know what surrounds them at all times.

BAT'S

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to gain blindsight out to a range of 30 feet until the end of your next turn.

BAT'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have blindsight out to a range of 30 feet.



BLINDING [PREFIX]

A *blinding weapon* is usually crafted from gleaming or bright materials, and will light up with a flash of radiant light when used to deliver a particularly destructive blow.

BLINDING

Weapon (any), uncommon

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d8 radiant damage and is blinded until the end of your next turn. On a success, it takes only half as much damage and isn't blinded.

BLINDING, GREATER

Weapon (any), rare

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw. On a failure, it takes 4d8 radiant damage and is blinded until the end of your next turn. On a success, it takes only half as much damage and isn't blinded.

BERSERKER'S [PREFIX]

A *berserker's weapon* is often jagged and cruel in its appearance, and seems to tremble in delight and anticipation whenever the stakes are highest.

BERSERKER'S

Weapon (any), uncommon (requires attunement)

When you hit with an attack using this magic weapon while your current hit points are less than half your hit point maximum, the target takes an extra 1d6 damage of the weapon's type.

BERSERKER'S, GREATER

Weapon (any), rare (requires attunement)

When you hit with an attack using this magic weapon while your current hit points are equal to or less than half your hit point maximum, the target takes an extra 2d6 damage of the weapon's type.

BOOMING [PREFIX]

A *booming weapon* visibly seethes with static energy, as if waiting anxiously to be wielded in combat. It's a favorite among tacticians and archers, who's tactics benefit from punishing every move their enemies make.

BOOMING

Weapon (any), uncommon

When you hit a creature with this magic weapon, the creature becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage, and the effect ends.

BOOMING, GREATER

Weapon (any), rare

When you hit a creature with this magic weapon, that creature takes an extra 1d6 thunder damage and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage, and the effect ends.

CELEBRATION [SUFFIX]

A *weapon of celebration* is often well-crafted and impressive, sometimes featuring depictions of wide smiles and flowing skirts. It's a favorite among bards, minstrels and other entertainers.

CELEBRATION

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *hideous laughter* (save DC 13). Once used, this property can't be used again until the next dawn.

CELEBRATION, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 15): *hideous laughter* (1 charge) or *Otto's irresistible dance* (3 charges). The weapon regains all expended charges daily at dawn.

CHAMPION [SUFFIX]

Often worn on a holy warrior's belt, a *weapon of the champion* usually looks as impressive as the name suggests, sporting golden embroidery, gleaming metal or polished wood.

CHAMPION

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *heroism* (+3 spellcasting ability). Once used, this property can't be used again until the next dawn.

CHAMPION, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *heroism* (+5 spellcasting ability). For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 charges to cast *crusader's mantle*. The weapon regains all expended charges daily at dawn.

COMMANDER'S [PREFIX]

A *commander's weapon* is the weapon of choice for any warrior leading soldiers in battle, and is usually extremely well-made without being overly flashy or ornamented.

COMMANDER'S

Weapon (any), uncommon (requires attunement)

When another creature within 30 feet that can hear and see you makes an attack roll while you are holding this magic weapon, you can use your reaction to give that creature advantage on its roll.

COMMANDER'S, GREATER

Weapon (any), rare (requires attunement)

When another creature within 30 feet that can hear and see you makes an attack roll or saving throw while you are holding this magic weapon, you can use your reaction to give that creature advantage on its roll.

CORROSIVE [PREFIX]

A *corrosive weapon* is usually pockmarked and damaged, in addition to carrying a sour, nose-singeing smell. In combat, acid seeps from its surface.

CORROSIVE

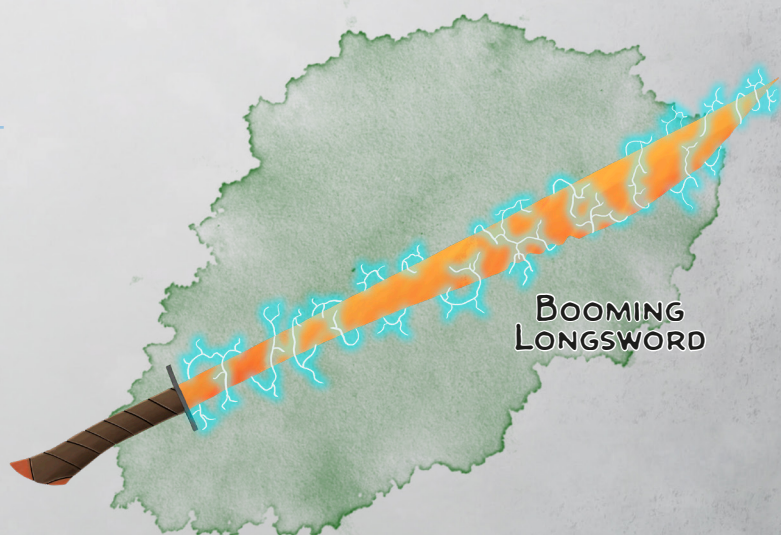
Weapon (any), uncommon

When you hit with an attack using this magic weapon, the target takes 1d6 acid damage at the end of its next turn.

CORROSIVE, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an extra 1d6 acid damage immediately and 1d6 acid damage at the end of its next turn.



CREEPING COLD [SUFFIX]

A *weapon of the creeping cold* is always cold to the touch, but turns painfully cold when wielded in combat, as rime ice spreads on its surface with every blow.

CREEPING COLD

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When an attacker that you can see hits you with an attack, you can expend 1 charge to reduce the attack's damage by 1d8.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

CREEPING COLD, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When an attacker that you can see hits you with an attack, you can expend 1 or more of its charges to reduce the attack's damage by 1d8 for each charge expended this way.
- As an action, you can expend 3 charges to cast *ice storm* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

CURSES [SUFFIX]

A *weapon of curses* is often unassuming, except for discreet abyssal runes etched into its surface. It's a weapon often found in the hands of evil clerics or paladins.

CURSES

Weapon (any), uncommon (requires attunement)

When you hit a creature with an attack using this magic weapon, you can temporarily bestow a curse upon the target. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. Once used, this property can't be used again until the next dawn.

CURSES, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit a creature with an attack using this magic weapon, you can expend 1 charge to temporarily bestow a curse upon the target. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. The weapon regains all expended charges daily at dawn.

It was a dancing weapon that struck down the respected Darzak Kheben. A most fascinating enchantment! Note that the weapon's attacks are in fact carried out as if its owner was wielding it, making it not only possible, but also beneficial, to enhance the weapon with additional enchantments. A booming weapon of dancing is particularly difficult to contend with - as my predecessor, Darzak Kheben, discovered.

DANCING [SUFFIX]

A *weapon of dancing* is usually sleek, delicate and seems to take any chance to swirl and whoosh dramatically through the air. It's a favorite with martial spellcasters - or any warrior that doesn't want to get their hands dirty.

DANCING

Weapon (any melee), uncommon (requires attunement)

You can use a bonus action to toss this magic weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your attack roll and ability score modifier to damage rolls, and is considered to be wielded by you in regards to other magical properties on the weapon, such as causing additional effects on successful hits.

While the weapon 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 weapon to attack one creature within 5 feet of it.

After the hovering sword attacks for the third time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Once used, this property can't be used again until the next dawn.

DANCING, GREATER

Weapon (any melee), rare (requires attunement)

You can use a bonus action to toss this magic weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your attack roll and ability score modifier to damage rolls, and is considered to be wielded by you in regards to other magical properties on the weapon, such as causing additional effects on successful hits.

While the weapon 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 weapon to attack one creature within 5 feet of it.

After 1 minute, the weapon flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Once used, this property can't be used again until the next dawn.

DAWN [SUFFIX]

A *weapon of the dawn* always seems to glow faintly, like a ray of sunshine through a shuttered window. It's often found in the hands of holy warriors – or others who look to brave the darkness.

DAWN

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use an action to cast *daylight*. Once used, this property can't be used again until the next dawn.

DAWN, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (spell save DC 15): *daylight* (1 charge) or *dawn* (3 charges). The weapon regains all expended charges daily at dawn.

DEFLECTING [PREFIX]

A *deflecting weapon* seems to always catch the light just right – catch anything just right, really. It's sleek, gleaming and moves with incredible speed in the hands of a proficient warrior.

DEFLECTING

Weapon (any melee), uncommon

When a ranged weapon attack hits you while you are holding this weapon, you can use your reaction to reduce the damage by a roll of this weapon's damage dice + your Strength or Dexterity modifier (your choice).

DEFLECTING, GREATER

Weapon (any melee), rare

When a ranged weapon attack hits you or another creature within 5 feet of you while you are holding this weapon, you can use your reaction to reduce the damage by a roll of this weapon's damage dice + your Strength or Dexterity modifier (your choice).

DEVIL'S [PREFIX]

A *devil's weapon* is usually inlaid with infernal runes and gives anyone around the uneasy feeling that they're being watched. It's highly popular with humans and other 'visually-impaired' races.

DEVIL'S

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can see normally in darkness to a distance of 60 feet.

DEVIL'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

DISCORD [SUFFIX]

A *weapon of discord* is often found in the hands of tricksters and spellswords. It will often emit discordant sounds as it flows erratically through the air.

DISCORD

Weapon (any), uncommon (requires attunement)

When you hit a creature with this magic weapon, you can force the creature to make a DC 13 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. Once used, this property can't be used again until the next dawn.

DISCORD, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. When you hit a creature with this weapon, you can expend 1 of its charges to force the creature to make a DC 15 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. The weapon regains all expended charges daily at dawn.



DISRUPTIVE [PREFIX]

A *disruptive weapon* is enchanted to enhance pain and break concentration, often featuring jagged edges and small spikes. It's a favorite with those who specialize in fighting spellcasters.

DISRUPTIVE

Weapon (any), uncommon

When you hit a creature that is concentrating on a spell or magical effect with this magic weapon, the creature takes an extra 2d6 damage of the weapon's type.

DISRUPTIVE, GREATER

Weapon (any), rare

When you hit a creature that is concentrating on a spell or magical effect with this magic weapon, the creature takes an extra 4d6 damage of the weapon's type.

DRAGON [SUFFIX]

A *weapon of the dragon* is crafted to resemble a dragon – a sword's blade may look like flame streaming from a dragon's mouth, or a maul's head is carved to resemble a snarling dragon's snout.

DRAGON

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a bonus action to cast *dragon's breath* (spell save DC 13) targeting yourself. The weapon regains all expended charges daily at dawn.

DRAGON, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a bonus action and expend 1 or more of its charges to cast *dragon's breath* (spell save DC 15) targeting yourself. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 charges to cast *fly* targeting yourself. The weapon regains all expended charges daily at dawn.

DUELIST'S [PREFIX]

A *duelist's weapon* is usually sleek, well-crafted and perfectly balanced, enchanted to quickly intercept any incoming melee blow. A favorite with noble knights and other hand-to-hand combatants.

DUELIST'S

Weapon (any melee), uncommon (requires attunement)

When you are holding this magic weapon and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC, potentially causing the attack to miss you.

DUELIST'S, GREATER

Weapon (any melee), rare (requires attunement)

When you are holding this magic weapon and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC, potentially causing the attack to miss you. If the attack misses, you can then immediately make an opportunity attack with this weapon against that creature as part of the same reaction.

ELEMENTS [SUFFIX]

A *weapon of the elements* is often in perpetual flux, almost imperceptibly changing its temperature, smell and feel, as it smoothly shifts between the various elements.

ELEMENTS

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a reaction to cast *absorb elements*. Once used, this property can't be used again until the next dawn.

ELEMENTS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a reaction and expend 1 of its charges to cast *absorb elements*, or use an action and expend 2 of its charges to cast *elemental weapon*. The weapon regains all expended charges daily at dawn.

ENCHANTER'S [PREFIX]

An *enchanter's weapon* is the weapon of choice for martial spellcasters such as paladins and eldritch knights, and usually pulses faintly with arcane power while infused with a spell.

ENCHANTER'S

Weapon (any), uncommon (requires attunement)

This magic weapon can store a single spell cast into it. Any creature can cast a spell of up to 2nd level into the weapon by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and target only one creature. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect.

When you make an attack using this magic weapon, you can have the spell stored inside the weapon affect the target of your attack on a successful hit. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the weapon is no longer stored in it, freeing up space for a new spell.

ENCHANTER'S, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can store a single spell cast into it. Any creature can cast a spell of up to 5th level into the weapon by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and target only one creature. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect.

When you make an attack using this magic weapon, you can have the spell stored inside the weapon affect the target of your attack on a successful hit. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the weapon is no longer stored in it, freeing up space for a new spell.

EXECUTIONER'S [PREFIX]

An *executioner's weapon* enhances the bloodlust of any who wields it. It is often crafted with deathly intentions, featuring erratic, jagged edges and sharp spikes.

EXECUTIONER'S

Weapon (any), uncommon

When you hit a creature with this magic weapon, the creature takes an extra 1d6 damage of the weapon's type if its current hit points are less than half its hit point maximum.

EXECUTIONER'S, GREATER

Weapon (any), rare

When you hit a creature with this magic weapon, the creature takes an extra 2d6 damage of the weapon's type if its current hit points are less than half its hit point maximum.

FAR STEP [SUFFIX]

A *weapon of the far step* often have an otherworldly feel. It is usually crafted from rare metals or tree sorts, and has Sylvan or arcane runes etched into its surface.

FAR STEP

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a bonus action to cast *misty step*. Once used, this property can't be used again until the next dawn.

FAR STEP, GREATER

Weapon (any), uncommon (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a bonus action and expend 1 or more charges to cast one of the following spells: *misty step* (1 charge) or *far step* (3 charges). The weapon regains all expended charges daily at dawn.

FLAMING
BATTLEHAMMER



FLAMING [PREFIX]

A *flaming weapon* is usually easy to identify, as small flames – harmless to its wielder – dance faintly across its surface until they expand into a roaring fire when used to strike at a foe.

FLAMING

Weapon (any), uncommon

When you hit with an attack using this magic weapon, the target takes an extra 1d4 fire damage.

FLAMING, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an extra 1d8 fire damage.

FOE SLAYER [PREFIX]

A *foe slayer weapon* often has Elvish or Sylvan runes etched into its surface, in addition to depictions of the creatures it is enchanted to slay (often in the process of being slain, of course!).

FOE SLAYER

Weapon (any), uncommon

This magic weapon is created to harm a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When you hit a creature of the chosen type with this magic weapon, the creature takes an extra 1d6 of the weapon's damage.

FOE SLAYER, GREATER

Weapon (any), rare

This magic weapon is created to harm a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When you hit a creature of the chosen type with this magic weapon, the creature takes an extra 2d6 of the weapon's damage.

FREEZING [PREFIX]

A *freezing weapon* is cold to the touch and usually crafted from cold steel or pale wood. The weapon is covered in rime ice which spills over to anything it strikes.

FREEZING

Weapon (any), uncommon

When you hit with an attack using this magic weapon, the target's speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

FREEZING, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an extra 1d6 cold damage and its speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

GHOUL'S [PREFIX]

A *ghoul's weapon* bestows a sense of immense pleasure and rejuvenation to its wielder when used to kill other creatures. It is often crafted to look like a ghouls maw or a have spikes that resemble a vampire's fangs.

GHOUL'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this magic weapon and reduce the target to 0 hit points, you gain 10 temporary hit points.

GHOUL'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this magic weapon and reduce the target to 0 hit points, you gain 10 temporary hit points. In addition, you have advantage on all attack rolls, ability checks and saving throws until the end of your next turn.

GIANT [SUFFIX]

A *weapon of the giant* seems just slightly too large for its wielder, although it is still balanced perfectly. It often has Dwarvish or Giant runes inscribed on its surface.

GIANT

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to magically increase in size for 1 minute. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category – from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. You have advantage on Strength checks and Strength saving throws. Your weapons also grows to match your new size. While your weapons are enlarged, your attacks with them deal an extra 1d4 of the weapon's damage. Once used, this property can't be used again until the next dawn.

GIANT, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry this magic weapon, you can use an action and expend 1 of its charges to magically increase in size for 1 minute. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category – from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. You have advantage on Strength checks and Strength saving throws. Your weapons also grows to match your new size. While your weapons are enlarged, your attacks with them deal an extra 1d4 of the weapon's damage. The weapon regains all expended charges daily at dawn.

It was the dwarves who first invented weapons that would allow their wielder to grow massively in size. If asked, they will tell you that it was simply a practical enchantment when one makes a living mining the earth. Still, it is quite a coincidence that it was dwarves who came up with it first, and not one of less 'vertically challenged' races...

HASTE [SUFFIX]

A *weapon of haste* is usually sleek, smooth and unblemished, often fashioned from tree sorts or metals that have a reddish hue.

HASTE

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use it on your turn to magically hasten yourself. Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. Once used, this property can't be used again until the next dawn.

HASTE, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can expend 1 of its charges on your turn to magically hasten yourself. Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on your turn. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. The weapon regains all expended charges daily at dawn.

HAUNTING [SUFFIX]

A *weapon of haunting* seems to cast a longer shadow than it should, and sometimes seems to whisper eerily, almost so faint as to be imperceptible. It often features depictions of dark humanoid shapes or faces frozen in open-mouthed screams.

HAUNTING

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except it doesn't create new shadows. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.

HAUNTING, GREATER

Weapon (any), rare (requires attunement)

While holding this magic weapon, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except it doesn't create new shadows, and it adds your character level to its hit points, and your proficiency bonus to its AC, attack rolls, damage rolls and saving throws. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.

HAWKISH [PREFIX]

A *hawkish weapon* is usually exceptionally well-made and often features Elvish inscriptions on its polished surface.

HAWKISH

Weapon (any ranged), uncommon

Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with this magic weapon.

HAWKISH, GREATER

Weapon (any ranged), rare

Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with this magic weapon. In addition, your ranged weapon attacks made with this weapon ignore half cover and three-quarters cover.

HEAVENS [SUFFIX]

A *weapon of the heavens* is a favorite with paladins, priests and other servants of the light. It is usually crafted with a specific deity in mind, featuring that god's holy symbols and prayers written in Celestial.

HEAVENS

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a bonus action to cast *shield of faith*. Once used, this property can't be used again until the next dawn.

HEAVENS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry this it, you can use a bonus action and expend 1 of its charges to cast *shield of faith*. You can also use an action and expend 3 of its charges to cast *guardian of faith* (spell save DC 15). The weapon regains all expended charges daily at dawn.

HELLS [SUFFIX]

A *weapon of the hells* usually carries a faint smell of fire and brimstone, and is often inlaid with Infernal runes that clearly reveals its dark purpose.

HELLS

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a reaction to cast *hellish rebuke* (spell save DC 13). Once used, this property can't be used again until the next dawn.

HELLS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a reaction and expend 1 or more of its charges to cast *hellish rebuke*. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *fireball*. The save DC for both spells is 15. The weapon regains all expended charges daily at dawn.

HOPE [SUFFIX]

A *weapon of hope* is often found in the hands of those who would prefer not to use any weapon at all. It is often gilded and inscribed with Celestial runes and decorations resembling roses and angels.

HOPE

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *aid*. Once used, this property can't be used again until the next dawn.

HOPE, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *aid*. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *beacon of hope*. The weapon regains all expended charges daily at dawn.

HUNTER [SUFFIX]

A *weapon of the hunter* is a favorite with woodsmen and rangers, but also bounty hunters and rogues in general. It is usually discreet and humble in appearance.

HUNTER

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a bonus action to cast *ensnaring strike* (save DC 13). Once used, this property can't be used again until the next dawn.

HUNTER, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a bonus action to expend 1 or more of its charges to cast *ensnaring strike* (save DC 15). For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *pass without trace*. The weapon regains all expended charges daily at dawn.

INEVITABLE END [SUFFIX]

A *weapon of the inevitable end* carries dark runes in Abyssal or Celestial – usually cursed words that leaves a bad taste in the mouth of anyone who speaks them – and seems to hum discordantly with every strike.

INEVITABLE END

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When another creature you can see within 30 feet makes an attack roll or saving throw while you are holding this weapon, you can expend 1 charge to roll 1d4 and subtract the number rolled from the creature's roll.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

INEVITABLE END, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When another creature you can see within 30 feet makes an attack roll or saving throw while you are holding this weapon, you can expend 1 or more of its charges to roll a die and subtract the number rolled from the creature's roll. For 1 charge you roll a d4, for 2 charges you roll a d6, and for 3 charges you roll a d8.
- As an action, you can expend 3 charges to cast *blight* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

INQUISITOR'S [PREFIX]

An *inquisitor's weapon* is favored among anyone who uses intimidation as a tactic – from soldiers and gladiators to brigands and pirates – and is fashioned to look as grotesque and scary as possible, often sporting dark colors, bloody rivulets and faces wrought in anguish.

INQUISITOR'S

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use a bonus action on your turn to make a Charisma (Intimidation) check contested by the Wisdom saving throw of a creature within 30 feet that can see you. On a success, that creature is frightened of you until the start of your next turn. This property can't be used against the same creature until the next dawn.

INQUISITOR'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have advantage on Intimidation checks. In addition, while holding it, you can use a bonus action on your turn to make a Charisma (Intimidation) check contested by the Wisdom saving throw of a creature within 30 feet that can see you. On a success, that creature is frightened of you until the start of your next turn. This property can't be used against the same creature until the next dawn.



INQUISITOR'S MORNINGSTAR
OF THE INEVITABLE END

INTRUSION [SUFFIX]

A *weapon of intrusion* tends to be delicate and slender, often resembling a surgeon's tool inscribed with arcane runes.

INTRUSION

Weapon (any), uncommon (requires attunement)

When you hit a creature with this magic weapon, you can choose to learn any damage vulnerabilities, damage resistances, and damage immunities the creature has, and if the creature has the feature Magic Resistance. Once used, this property can't be used again until the next dawn.

INTRUSION, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this magic weapon, you can choose to learn any damage vulnerabilities, damage resistances, and damage immunities that creature has, and if the creature has the feature Magic Resistance. You can then choose one damage resistance that creature has, or the feature Magic Resistance. The creature loses that damage resistance or the feature Magic Resistance for 1 minute. Once used, this property can't be used again until the next dawn.

KEEN [PREFIX]

A *keen weapon* looks like any other weapon – except better made, with a blade fashioned to razor sharpness or a hammer's head crafted to crush bones with every hit.

KEEN

Weapon (any), uncommon

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

KEEN, GREATER

Weapon (any), rare

When you attack with this magic weapon, your weapon attacks score a critical hit on a roll of 18–20.

LIAR'S [PREFIX]

A *liar's weapon* is usually nondescript to the point of blandness, and is sometimes even fashioned to look more like a tool or worthless trash than a true weapon.

LIAR'S

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

LIAR'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have advantage on Deception checks. In addition, while holding this magic weapon, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.



LIGHTNING [SUFFIX]

A *weapon of lightning* usually has sparks on its surface that seems to dance in eager anticipation of being released as a bolt of glorious lightning.

LIGHTNING

Weapon (any ranged), uncommon (requires attunement)

When you make a ranged attack with this magic weapon and speak its command word, the weapon or a piece of ammunition fired from it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within the weapon's maximum range. Each creature in the line excluding you and the target must make a DC 13 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 weapon or piece of ammunition when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the weapon plus 4d6 lightning damage. Once used, this property can't be used again until the next dawn.

LIGHTNING, GREATER

Weapon (any ranged), rare (requires attunement)

This magic weapon has 3 charges. When you make a ranged attack with this magic weapon and speak its command word, you can expend 1 of its charges to transform the weapon or a piece of ammunition fired from it into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within the weapon's maximum range. Each creature in the line excluding you and the target must make a DC 15 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 weapon or piece of ammunition when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the weapon plus 4d6 lightning damage. The weapon regains all expended charges daily at dawn.

LUCK [SUFFIX]

A *weapon of luck* is the quintessential weapon for any fresh-faced adventurer, daring rogue, or tall-tale-telling bard. It will often feature a gemstone – or three – inset on its handle or pommel, which glows faintly until used to bestow luck upon the weapon's wielder.

LUCK

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. Once used, this property can't be used again until the next dawn.

LUCK, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry this magic weapon, you can expend 1 of its charges to call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. The weapon regains all expended charges daily at dawn.

MAGE SLAYER'S [PREFIX]

A *mage slayer's weapon* is essential for any warrior who wants to fight spellcasters, and is equally feared by anyone who relies on magic to do battle.

MAGE SLAYER'S

Weapon (any), uncommon (requires attunement)

Once per turn, when you hit a creature with this magic weapon, you can have that creature make a DC 13 Constitution saving throw. On a failure, it can't cast spells higher than 1st level until the end of its next turn.

MAGE SLAYER'S, GREATER

Weapon (any), rare (requires attunement)

Once per turn, when you hit a creature with this magic weapon, you can have that creature make a DC 15 Constitution saving throw. On a failure, it can't cast spells other than cantrips until the end of its next turn.

MASTER [SUFFIX]

A *weapon of the master* is crafted to resemble the creature held within it – if it's an imp, it might have a pommel shaped like a bat's wings and a hilt resembling a barbed tail. It's a favorite with spellcasters that wants a familiar, but can't usually get one, such as bards or sorcerers.

MASTER

Weapon (any), uncommon (requires attunement)

This magic weapon contains a transmuted orange faerie dragon, imp, or quasit (DM's choice). You can use an action on your turn to speak this weapon's command word and throw it up into the air. The weapon becomes a creature (see above), that is under your control and acts on its own initiative count. The creature obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the weapon after 1 hour, if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once the transformation ends, this property can't be used again until the next dawn.



MASTER, GREATER

Weapon (any), rare (requires attunement)

This magic weapon contains a transmuted orange faerie dragon, imp, or quasit (DM's choice). You can use an action on your turn to speak this weapon's command word and throw it up into the air. The weapon becomes a creature (see above), that is under your control and acts on its own initiative count. The creature obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the weapon if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once the transformation ends, this property can't be used again until the next dawn.

MIRRORS [SUFFIX]

A favorite with any trickster, a *weapon of mirrors* is usually polished to reflect its surroundings, and will often seem to shift weirdly in the hand of its wielder, prompting double-takes from anyone who examines it.

MIRRORS

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *mirror image*. Once used, this property can't be used again until the next dawn.

MIRRORS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 of its charges to cast *mirror image*. The weapon regains all expended charges daily at dawn.

MOCKING [PREFIX]

A *mocking weapon* lends truth to the statement that 'the best defense is offense', as it demoralizes its target with every blow. The weapon is usually flashy and stylish, crafted from valuable materials and decorated with gems.

MOCKING

Weapon (any), uncommon

When you hit a creature with this magic weapon, the creature has disadvantage on the next attack roll it makes before the end of its next turn.

MOCKING, GREATER

Weapon (any), rare

When you hit a creature with this magic weapon, the creature takes an extra 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

MOMENTOUS [PREFIX]

A *momentous weapon* is highly valued by knights and barbarians alike, and is usually heavy and sturdy. It seems to lend itself to a good charge, as it somehow always points itself towards the nearest potential foe.

MOMENTOUS

Weapon (any melee), uncommon

Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this magic weapon, the target takes an extra 1d10 damage of the weapon's type.

MOMENTOUS, GREATER

Weapon (any melee), rare

Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this magic weapon, the target takes an extra 2d10 damage of the weapon's type.

NIGHT [SUFFIX]

A *weapon of the night* is usually fashioned from dark materials, such as darksteel or duskwood. It doesn't reflect light, but instead seems to absorb and quench it.

NIGHT

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *darkness*. Once used, this property can't be used again until the next dawn.

NIGHT, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *darkness*. You can also use an action and expend 2 of its charges to cast *hunger of hadar* (spell save DC 15). The weapon regains all expended charges daily at dawn.

OCEAN [SUFFIX]

A *weapon of the ocean* is not a commonly-sought weapon, but is nearly priceless to the right wielder – sailors, pirates and other folk who travel the sea. It's often outfitted with or made entirely from corals, and carry runes in Aquan that shine brightly when submerged in salt water.

OCEAN

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast one of the following spells (save DC 13): *water breathing* or *dominate beast* (can only target a beast that has an innate swimming speed). Once used, this property can't be used again until the next dawn.

OCEAN, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 15): *water breathing* (1 charge), *dominate beast* (1 charge, can only target a beast that has an innate swimming speed) or *control water* (3 charges). The weapon regains all expended charges daily at dawn.

OOZING ACID [SUFFIX]

A *weapon of oozing acid* will often have a thin sheen of acid coating its surface. Not a pretty weapon by any means, its still clear to any onlooker that it possesses powerful magic as it shifts and undulates in an eerie, ooze-like manner when used in combat.

OOZING ACID

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When you make an ability check or saving throw to avoid being grappled, incapacitated, paralyzed, petrified, restrained or stunned while holding this weapon, you can expend 1 of its charges to gain advantage on the roll.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

OZING ACID, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When you make an ability check or saving throw to avoid being grappled, incapacitated, paralyzed, petrified, restrained or stunned, you can expend 1 of its charges to gain advantage on the roll.
- As an action, you can expend 3 charges to cast *vitriolic sphere* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

PETRIFYING [PREFIX]

A *petrifying weapon* will usually be crafted to resemble creatures like a cockatrice, basilisk, medusa or gorgon. Sometimes it is even carved entirely from stone.

PETRIFYING

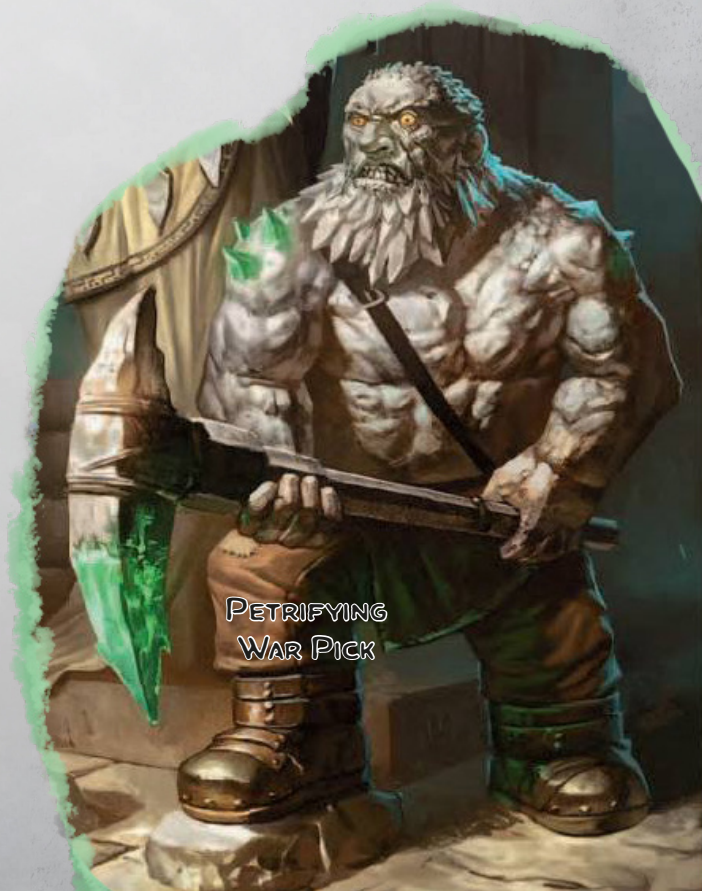
Weapon (any), uncommon

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PETRIFYING, GREATER

Weapon (any), rare

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained and must make another DC 15 Constitution saving throw at the end of each of its turns. On a success, the effect ends. If it fails its saves three times (including the first failure), it is turned to stone and subjected to the petrified condition for 1 hour.



PHASER'S [PREFIX]

A *phaser's weapon* is often glasslike and otherworldly. It seems to almost shift from existence from time-to-time, only to appear again just as an onlooker begins wondering where it went – or if it went anywhere at all.

PHASER'S

Weapon (any), uncommon (requires attunement)

When you take the Attack action while holding this magic weapon, you can use a bonus action to immediately teleport up to 10 feet to an unoccupied space you can see.

PHASER'S, GREATER

Weapon (any), rare (requires attunement)

When you take the Attack action while holding this magic weapon, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

POISONOUS [PREFIX]

A *poisonous weapon* glistens with poison and carries a faint odor that grows to a sickening, bile-inducing smell when used to strike at an enemy.

POISONOUS

Weapon (any piercing or slashing), uncommon

When you hit a creature with this magic weapon, the creature must succeed on a DC 13 Constitution saving throw or become poisoned until the end of your next turn.

POISONOUS, GREATER

Weapon (any piercing or slashing), rare

When you hit a creature with this magic weapon, the creature takes an extra 1d6 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until the end of your next turn.

POLYMORPH [PREFIX]

A *polymorph weapon* is a peculiar weapon, often decorated with various beasts, each of which has a small gem for eyes.

POLYMORPH

Weapon (any), uncommon

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is effected as by the spell *polymorph*. Roll on the following table to randomly determine the creature's new form, which lasts for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on a shapechanger or a creature with 0 hit points.

POLYMORPH, GREATER

Weapon (any), rare

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Wisdom saving throw. On a failed save, the creature is effected as by the spell *polymorph*. Choose any beast with a challenge rating of 8 or less as the creature's new form, which lasts for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property has no effect on a shapechanger or a creature with 0 hit points.

Polymorph Weapon

d8	New Form
1	Rat
2	Cat
3	Hawk
4	Ox
5	Wolf
6	Black Bear
7	Giant Toad
8	Giant Ape

PROFANE [PREFIX]

A *profane weapon* is often made from dark materials, and emits a faint, eerie off-white light, that is uncomfortable to look at. Dark runes in a long-forgotten language usually mars its polished surface.

PROFANE

Weapon (any), uncommon

When you hit a creature with this magic weapon, the creature can't regain hit points until the start of your next turn.

PROFANE, GREATER

Weapon (any), rare

When you hit a creature with this magic weapon, the creature takes 1d6 necrotic damage and it can't regain hit points until the start of your next turn.

RISING SUN [SUFFIX]

A *weapon of the rising sun* will often carry depictions of the dawn or a glorious sunrise. It's a favorite with Lathander's faithful, and other warriors who revere the sun.

RISING SUN

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When you make an attack roll or saving throw while holding this magic weapon, you can expend 1 of its charges to roll 1d4 and add the number rolled to the attack roll or saving throw.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

RISING SUN, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When you make an attack roll or saving throw, you can expend 1 or more of its charges to roll a die and add the number rolled to the attack roll or saving throw. For 1 charge you roll a d4, for 2 charges you roll a d6, and for 3 charges you roll a d8.
- As a bonus action, you can expend 3 charges to cast *holy weapon* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROARING FIRE [SUFFIX]

A *weapon of roaring fire* is often fashioned from reddish metal or wood dyed crimson.

ROARING FIRE

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When a creature within 5 feet of you hits you with a melee attack while you are holding this weapon, you can spend 1 of its charges to deal 1d8 fire damage to the creature.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROARING FIRE, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature within 5 feet of you hits you with a melee attack, you can spend 1 or more charges to have fire leap at that creature. The creature takes 1d8 fire damage for each charge expended this way.
- As an action, you can expend 3 charges to cast *flame strike* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROILING CLOUDS [SUFFIX]

A *weapon of roiling clouds* seems to give anyone nearby the sensation one gets just before a thunderstorm – a faint smell of ozone and an almost electric feeling in the air.

ROILING CLOUDS

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When you roll a Strength or Constitution saving throw while holding this weapon, you can expend 1 charge to give yourself advantage on the roll.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROILING CLOUDS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When you roll a Strength or Constitution saving throw, you can expend 1 charge to give yourself advantage on the roll.
- As an action, you can expend 3 charges to cast *destructive wave* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SACRED [PREFIX]

A *sacred weapon* will usually be made from gleaming white metal or wood, and often carries inscriptions in Celestial or depictions of angels and other celestial beings. It's a favorite with any foes of evil, such as clerics and paladins that follow Helm, Lathander, Torm or Tyr.

SACRED

Weapon (any), uncommon

When you hit a fiend or undead creature with an attack using this magic weapon, the creature takes an extra 1d6 radiant damage.

SACRED, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an extra 1d6 radiant damage. If the target is a fiend or undead creature it takes an extra 2d6 radiant damage instead.



SACRED MACE OF
THE RISING SUN

SEEKING [SUFFIX]

A *weapon of seeking* doesn't often betray its unique ability, although its wielder will easily sense its purpose when holding it, as the weapon gives off an almost arrogant sensation that no target is ever entirely out of reach.

SEEKING

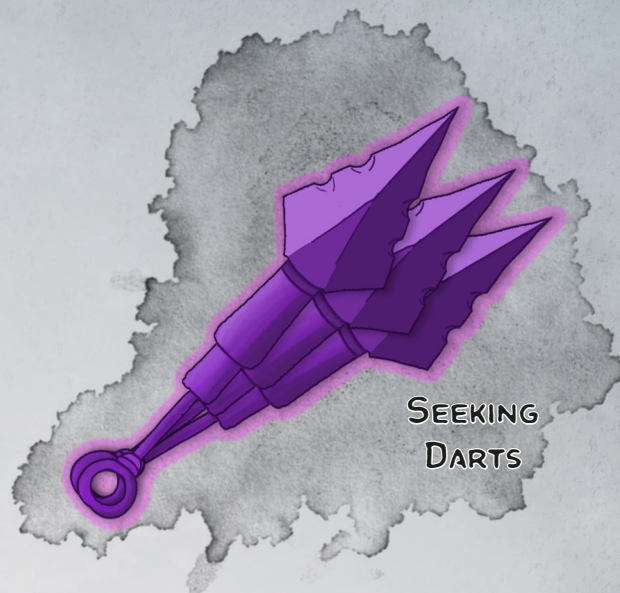
Weapon (any ranged), uncommon (requires attunement)

When you make a ranged attack using this magic weapon, you can choose to imbue the missile with seeking magic. You don't make an attack roll for the attack, but instead choose one creature or object you have seen in the past minute. The missile flies toward that target, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the missile to travel to the target, the target must succeed on a DC 13 Dexterity saving throw (an inanimate object automatically fails this saving throw) or take damage as if it were hit by the missile, plus an extra 1d10 force damage, and you learn the target's current location. Once used, this property can't be used again until the next dawn.

SEEKING, GREATER

Weapon (any ranged), rare (requires attunement)

This weapon has 3 charges. When you make a ranged attack using this magic weapon, you can expend 1 charge to imbue the missile with seeking magic. You don't make an attack roll for the attack, but instead choose one creature or object you have seen in the past minute. The missile flies toward that target, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the missile to travel to the target, the target must succeed on a DC 15 Dexterity saving throw (an inanimate object automatically fails this saving throw) or take damage as if it were hit by the missile, plus an extra 2d10 force damage, and you learn the target's current location. The weapon regains all expended charges daily at dawn.



SENTINEL'S [PREFIX]

A *sentinel's weapon* is often found in the hands of the Royal Guard and other elite warriors tasked with keeping foes at bay. They are usually well-crafted and decorated with eyes, shields and similar iconography.

SENTINEL'S

Weapon (any melee), uncommon (requires attunement)

You have advantage on your attack roll when you make an opportunity attack using this magic weapon.

SENTINEL'S, GREATER

Weapon (any melee), rare (requires attunement)

You have advantage on your attack roll when you make an opportunity attack using this magic weapon. In addition, if the attack hits, you can move up to 10 feet immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

SHADOW [SUFFIX]

A *weapon of shadow* seems to bleed darkness, as wisps of shadow cling to its surface, almost obscuring it from view. This weapon is a favorite with assassins, rogues and others who like to fight in the shadows.

SHADOW [SUFFIX]

Weapon (any melee), uncommon (requires attunement)

While holding this magic weapon, you can use a bonus action to turn the weapon into a shadowy version of itself. For 1 minute, or until you end this effect as a bonus action, it deals psychic damage instead of its usual damage type, and has the finesse and light properties. In addition, when you use the weapon to attack a target that is in dim light or darkness, you make the attack roll with advantage. Once used, this property can't be used again until the next dawn.

SHADOW [SUFFIX], GREATER

Weapon (any melee), rare (requires attunement)

This magic weapon has 3 charges. While holding it, you can use a bonus action to turn the weapon into a shadowy version of itself. For 1 minute, or until you end this effect as a bonus action, it deals psychic damage instead of its usual damage type, and has the finesse and light properties. In addition, when you use the weapon to attack a target that is in dim light or darkness, you make the attack roll with advantage and the target takes an extra 1d10 psychic damage if the attack hits. The weapon regains all expended charges daily at dawn.

The seeking enchantment is particularly interesting. A lesser enchanter might not think it practical to put on a dart - for what is the utility of being able to do something three times with a weapon you've thrown away after the first time? The trick, obviously, is to put the enchantment on a container that holds darts, such as a bandolier or a magic bracer holding daggers. While not weapons in the strictest sense of the word, an enchanter worth their salt - of which there are precious few, sadly - can make anything work.

SHATTERING [PREFIX]

A *weapon of shattering* is often imbued with Dwarvish runes of destruction, as the weapon was originally a variant of powerful miner's tools developed by dwarves.

SHATTERING

Weapon (any), uncommon

When you attack with this magic weapon and roll a 20 on the attack roll, each creature of your choice within 10 feet of the target must make a DC 13 Constitution saving throw. A creature takes 2d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

SHATTERING, GREATER

Weapon (any melee), rare

When you attack with this magic weapon and roll a 20 on the attack roll, each creature of your choice within 10 feet of the target must make a DC 15 Constitution saving throw. A creature takes 4d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

SHOCKING [PREFIX]

A *shocking weapon* usually has small arcs of lightning dancing on its surface. It's a favorite among rogues, monks, and other warriors who thrive on being mobile in combat.

SHOCKING

Weapon (any), uncommon

When you hit with an attack using this magic weapon, the target can't take reactions until the start of its next turn.

SHOCKING, GREATER

Weapon (any), rare

When you hit with an attack using this magic weapon, the target takes an additional 1d6 lightning damage and can't take reactions until the start of its next turn.

SKIRMISHER'S [PREFIX]

A *skirmisher's weapon* seems to move erratically through the air – and lends the same quality to its wielder. It's often fashioned from rough metals or wood, not crafted to impress with its appearance but instead made with rustic efficiency.

SKIRMISHER'S

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, any creature that makes an opportunity attack against you has disadvantage on the attack roll.

SKIRMISHER'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, your speed is increased by 10 feet. In addition, any creature that makes an opportunity attack against you has disadvantage on the attack roll.

SOLDIER'S

A *soldier's weapon* is – unsurprisingly – popular with soldiers and other warriors who need to stand brave in the face of danger – and survive to tell the tale! It will usually feature carvings of skulls, dragons, and other menacing iconography.

SOLDIER'S

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you have advantage on death saving throws and saving throws against being frightened.

SOLDIER'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you stabilize whenever you are dying at the start of your turn. In addition, you are immune to being frightened.

SOUL THEFT [SUFFIX]

A *weapon of soul theft* is immensely powerful and feared by any creature who possesses a soul. It will often be outfitted with a valuable gem that glows brightly when its unique powers of soul theft are activated.

SOUL THEFT

Weapon (any), uncommon (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, and the creature has fewer than 50 hit points, it must succeed on a DC 13 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

SOUL THEFT, GREATER

Weapon (any), rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, and the creature has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

SPELL ABSORPTION [SUFFIX]

A *weapon of spell absorption* is a favorite with any warrior who fights mages, as it allows them to absorb damaging spells and use the magic to fuel their strikes. The weapon is usually inscribed with powerful runes of both abjuration and evocation.

SPELL ABSORPTION

Weapon (any), uncommon (requires attunement)

When a spell or magical effect you can see deals damage to you while you are holding this magic weapon, you can use your reaction to halve the spell's damage against you. The next time you hit with an attack using this magic weapon, the target takes extra force damage equal to the damage prevented this way. If you haven't hit a target with an attack using this magic weapon within 1 minute, you take the damage as force damage instead, as the absorbed energy is automatically released from the weapon. Once used, this property can't be used again until the next dawn.

SPELL ABSORPTION, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. When a spell or magical effect you can see deals damage to you while you are holding it, you can expend 1 charge as a reaction to halve the spell's damage against you. The next time you hit with an attack using this magic weapon, the target takes extra force damage equal to the damage prevented this way. If you haven't hit a target with an attack using this magic weapon within 1 minute, you take the damage as force damage instead, as the absorbed energy is automatically released from the weapon. The weapon regains all expended charges daily at dawn.

SPELLBREAKER [SUFFIX]

A *weapon of the spellbreaker* is usually inscribed with arcane runes of abjuration and is crafted specifically to dispel magic.

SPELLBREAKER

Weapon (any), uncommon (requires attunement)

When you hit with an attack using this magic weapon (or harmlessly touch the weapon to a target), you can choose to end any spells of 3rd level or lower on the target. For each spell of 4th level or higher on the target, make an ability check using the ability modifier you use when attacking with the weapon. The DC equals 10 + the spell's level. On a successful check, the spell ends. Once used, this property can't be used again until the next dawn.

SPELLBREAKER, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. When you hit with an attack using this magic weapon (or harmlessly touch the weapon to a target), you can expend 1 charge to end any spells of 3rd level or lower on the target. For each spell of 4th level or higher on the target, make an ability check using the ability modifier you use when attacking with the weapon. The DC equals 10 + the spell's level. On a successful check, the spell ends. The weapon regains all expended charges daily at dawn.

SPREADING ROT [SUFFIX]

A *weapon of spreading rot* gives off a foul odor of rot and decay, like a decomposing corpse or rat-infested basement, and even emits nauseating bursts of poisonous gas against anyone who attacks its wielder.

SPREADING ROT

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When a creature within 5 feet of you hits you with a melee attack while you are holding this weapon, you can spend 1 of its charges to force that creature to make a DC 13 Constitution saving throw. On a failure, it takes 1d8 poison damage and is poisoned until the end of its next turn.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SPREADING ROT, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature within 5 feet of you hits you with a melee attack while you are holding this weapon, you can spend 1 or more of its charges to force that creature to make a DC 15 Constitution saving throw. On a failure, it takes 1d8 poison damage for each charge expended this way and is poisoned until the end of its next turn.
- As an action, you can expend 3 charges to cast *contagion* (+7 to hit, save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

STRIKING LIGHTNING [SUFFIX]

A *weapon of striking lightning* is often fashioned from conductive metal or lightning-struck wood, and seems to tingle with barely contained energy whenever its wielded in combat.

STRIKING LIGHTNING

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When a creature you can see makes an attack against you or you make a Dexterity saving throw against an effect you can see while holding this weapon, you can expend 1 of its charges to give the creature disadvantage on its attack roll, or give yourself advantage on the Dexterity saving throw.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SCIMITAR OF STRIKING LIGHTNING



STRIKING LIGHTNING, GREATER *Weapon (any), rare (requires attunement)*

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature you can see makes an attack against you, or you make an Dexterity saving throw against an effect you can see, you can expend 1 of its charges to give the creature disadvantage on its attack roll, or give yourself advantage on the Dexterity saving throw.
- As an action, you can expend 3 charges to cast *storm sphere* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SWARM [SUFFIX]

A *weapon of the swarm* can magically create copies of itself or the missile it fires. It will often have depictions of birds, bees or other swarms of animals or vermin etched into its surface.

SWARM

Weapon (any ranged), uncommon (requires attunement)

While holding this magic weapon, you can use an action to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. Once used, this property can't be used again until the next dawn.

SWARM, GREATER

Weapon (any ranged), rare (requires attunement)

This magic weapon has 3 charges. While holding this magic weapon, you can use an action and expend 1 of its charges to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. The weapon regains all expended charges daily at dawn.

SWIFT [PREFIX]

A *swift weapon* is usually sleek, gleaming and crafted for speed. Perfectly balanced, devoid of ornaments and crafted for efficiency, this weapon is popular with nearly any type of warrior imaginable.

SWIFT

Weapon (any), uncommon

You can make one attack with disadvantage with this magic weapon as a bonus action on each of your turns.

SWIFT, GREATER

Weapon (any), rare

You can make one attack with this magic weapon as a bonus action on each of your turns.

TERROR [SUFFIX]

A *mace of terror* is often crafted to be as visually terrifying as its name implies – sinister runes, glowing gemstones that look like demonic eyes, and an array of jagged spikes.

TERROR

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use an action to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

SWIFT LONGBOW OF THE SWARM



TERROR, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success. The weapon regains all expended charges daily at dawn.

THIEF'S [PREFIX]

A *thief's weapon* is crafted to be as easy to overlook as possible, and will often seem to blend into its surroundings or even morph its form to make it easier to hide. Nimble fingers allows its wielder to attack from unexpected angles, taking a foe unaware.

THIEF'S

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use a bonus action to make a Dexterity (Sleight of Hand) check against the passive Perception of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make with this weapon against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

THIEF'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have advantage on Sleight of Hand checks. In addition, while holding this magic weapon, you can use a bonus action to make a Dexterity (Sleight of Hand) check against the passive Perception of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make with this weapon against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

THORNS [SUFFIX]

A *weapon of thorns* is often crafted from wood, from which thorns protrude, or vines like barbed wire are wrung about its form. It is a favorite with ranged warriors especially, although any warrior who relies on shaping the battlefield can find use for it.

THORNS

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *hail of thorns* (spell save DC 13). Once used, this property can't be used again until the next dawn.

THORNS, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 15): *hail of thorns* (1 charge) or *spike growth* (2 charges). The weapon regains all expended charges daily at dawn.

THROWER'S [PREFIX]

A *thrower's weapon* is a dwarven invention, and as such, it is often inscribed with Dwarvish runes. Its peculiar balance seems to lend itself to throwing – even if it is a weapon one would ordinarily never think to throw.

THROWER'S

Weapon (any melee), uncommon (requires attunement)

This magic weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you make a ranged attack with this magic weapon, the weapon flies back to your hand immediately after the attack.

THROWER'S, GREATER

Weapon (any melee), rare (requires attunement)

This magic weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d6 damage of the weapon's type. Immediately after the attack, the weapon flies back to your hand.

THUNDER [SUFFIX]

A *weapon of thunder* seems to almost vibrate with unexpended energy waiting to be released. It is often inscribed with runes of reference to gods of thunder and storms, such as Akadi, Talos or Umberlee.

THUNDER

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast *thunderwave* (save DC 13). Once used, this property can't be used again until the next dawn.

THUNDER, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *thunderwave*. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *thunder step*. The save DC for both spells is 15. The weapon regains all expended charges daily at dawn.

TRAINER'S [PREFIX]

A *trainer's weapon* is often sought out by hunters and monster slayers, who use the weapon to intimidate and overpower their quarry. It usually features depictions of various beasts or monstrosities.

TRAINER'S

Weapon (any), uncommon (requires attunement)

When you hit a beast or monstrosity with an Intelligence score of 5 or less with this magic weapon, the creature must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.

TRAINER'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have advantage on Animal Handling checks. In addition, when you hit a beast or monstrosity with an Intelligence score of 5 or less with this magic weapon, the creature must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.

TRUE STRIKES [SUFFIX]

A *weapon of true strikes* is a favorite with assassins, sharpshooters and other warriors who rely on delivering single, killing blows. It is usually incredibly well crafted and inset with one or several gemstones that glow brightly until their magic is spent enhancing an attack.

TRUE STRIKES

Weapon (any), uncommon (requires attunement)

When you make an attack roll using this magic weapon, you can choose to gain a +5 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. Once used, this property can't be used again until the next dawn.

TRUE STRIKES, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. When you make an attack roll using this weapon, you can expend 1 charge to gain a +5 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. The weapon regains all expended charges daily at dawn.

UNDYING [SUFFIX]

A *weapon of the undying* is a truly frightening weapon in the hands of a reckless berserker, allowing the warrior to remain in the fight even when – by all rational estimations – they should be long out of the fight.

UNDYING

Weapon (any), uncommon (requires attunement)

While you are holding this magic weapon and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. If you still have 0 hit points at the end of your next turn, you fall unconscious. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

UNDYING, GREATER

Weapon (any), rare (requires attunement)

While you are holding this magic weapon and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

UNICORN'S [PREFIX]

A *unicorn's weapon* is fashioned from unicorn horn, often inscribed with Celestial phrases and glyphs of abjuration. They are prevalent among Mielikki's followers, who use them to safeguard themselves and the innocents they're tasked by their goddess to protect.

UNICORN'S

Weapon (any), uncommon (requires attunement)

While holding this magic weapon, you can use a bonus action to create a shimmering, magical field around yourself or another creature you can see within 30 feet of you. The target gains a +1 bonus to AC until the end of your next turn.

UNICORN'S, GREATER

Weapon (any), rare (requires attunement)

While holding this magic weapon, you can use a bonus action to create a shimmering, magical field around yourself or another creature you can see within 30 feet of you. The target gains a +2 bonus to AC until the end of your next turn.

GREATAXE OF THE UNDYING



UNTAMED FORCE [SUFFIX]

A *weapon of untamed force* carries glyphs of abjuration which flash with azure light with each strike. It's popular with bladesingers, eldritch knights and other spellblades.

UNTAMED FORCE

Weapon (any), uncommon (requires attunement)

This magic weapon can hold up to 1 charge. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge.

When you are hit by an attack while holding this weapon, you can expend 1 charge to gain a +5 bonus to your AC against that attack.

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

UNTAMED FORCE, GREATER

Weapon (any), rare (requires attunement)

This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this magic weapon, it gains 1 charge. While holding the weapon, you can expend the weapon's charges to cause the following effects:

- When you are hit by an attack, you can expend 1 of its charges to gain a +5 bonus to your AC against that attack.
- As an action, you can expend 3 charges to cast *steel wind strike* (+7 to hit).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

VENGEANCE [SUFFIX]

A *weapon of vengeance* is an elven invention that has gained broader popularity with assassins, rangers and bounty hunters of any race. It is often inscribed with Elvish glyphs revering Shevarash or Hoar.

VENGEANCE

Weapon (any), uncommon (requires attunement)

When you use this magic weapon to make an attack, you can speak the weapon's command word. The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make an attack roll with this weapon against your sworn enemy, you have advantage on the roll. While your sworn enemy lives, you have disadvantage on attack rolls with this weapon against all other creatures.

VENGEANCE, GREATER

Weapon (any), rare (requires attunement)

When you use this magic weapon to make an attack, you can speak the weapon's command word. The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make an attack roll with this weapon against your sworn enemy, you have advantage on the roll. If the attack hits, your sworn enemy takes an extra 1d6 damage of the weapon's type. While your sworn enemy lives, you have disadvantage on attack rolls with this weapon against all other creatures.

The elves are a peculiar race. They will often act aloof and conscientious, but hidden deep underneath this veneer of moral superiority is a penchant for holding murderous grudges that puts even dwarves and dragons to shame. The elves' infamous Oathbows are testament to these vengeful sentiments. By tweaking this enchantment of vengeance to fit any weapon, I have made it so that anyone can get a taste of just how deeply the elves can hate.

VENOM [SUFFIX]

A *weapon of venom* is the tool of choice for a master assassin, who can exploit the dangerous venom to great effect. It often seems unassuming and quite nondescript until lethal venom begins seeping from its edge.

VENOM

Weapon (piercing or slashing), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to coat its edge or a piece of ammunition fired from it with serpent venom (see *Dungeon Master's Guide* p. 258). The poison remains for 1 minute or until an attack using this weapon hits a creature. Once used, this property can't be used again until the next dawn.

VENOM, GREATER

Weapon (piercing or slashing), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cause one of the following poisons (see *Dungeon Master's Guide* p. 258) to coat its edge or a piece of ammunition fired from it: serpent venom (1 charge), drow poison (2 charges), or wyvern poison (3 charges). The poison remains for 1 minute or until an attack using this weapon hits a creature. The weapon regains all expended charges daily at dawn.

VICIOUS [PREFIX]

A *vicious weapon* is a favorite with any warrior who wants to ensure that their killing blows are truly that. It will often seem impossibly to clean dried blood and bits off gore of the weapon, giving it a frightful appearance.

VICIOUS

Weapon (any), uncommon

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 10 damage of the weapon's type.

VICIOUS, GREATER

Weapon (any), rare

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 10 damage of the weapon's type, and you can immediately make another weapon attack with this weapon against the same target.

WAILING [PREFIX]

A *wailing weapon* emits a banshee-like wail with every strike, and is often crafted to resemble a demonic, screaming mouth, or a ghostly, elven beauty.

WAILING

Weapon (any), uncommon

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d6 psychic damage and is stunned until the end of your next turn. On a success, it takes only half as much damage and isn't stunned. This property has no effect on constructs and undead.

WAILING, GREATER

Weapon (any), rare

When you attack a creature with this magic weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw. On a failure, it takes 4d6 psychic damage and is stunned until the end of your next turn. On a success, it takes only half as much damage and isn't stunned. This property has no effect on constructs and undead.

WAR MAGE'S

A *war mage's weapon* is – unsurprisingly – popular with warriors who wield both arcane and martial weapons. Each time its wielder casts a spell, the weapon absorbs some of the arcane energy and uses it to fuel its next strike.

WAR MAGE'S

Weapon (any), uncommon (requires attunement)

When you cast a spell while you carry this magic weapon, it becomes charged with arcane energy. The next time you hit a target with an attack made with this magic weapon before the end of your next turn, the target takes an extra 1d6 force damage.

WAR MAGE'S, GREATER

Weapon (any), rare (requires attunement)

When you cast a spell while you carry this magic weapon, it becomes charged with arcane energy. The next time you hit a target with an attack made with this magic weapon before the end of your next turn, the target takes an extra 2d6 force damage.

WATCHER'S

A *watcher's weapon* is invaluable to anyone who fears ambushes and assassins – from traveling adventurers to royal monarchs. It is often inscribed with an eye on the hilt or pommel, and glows with a faint blue light to warn its wielder of nearby danger.

WATCHER'S

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can't be surprised.

WATCHER'S, GREATER

Weapon (any), rare (requires attunement)

While you carry this magic weapon, you have advantage on initiative rolls and you can't be surprised.

WEAVE [SUFFIX]

A *weapon of the weave* is attuned to Mystra's Weave of magic, and allows its wielders – typically adventurers and explorers – a broad variety of options. It will often be decorated with azure symbols and arcane glyphs.

WEAVE

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use an action to cast either *detect magic*, *magic missile* or *shield*. Once used, this property can't be used again until the next dawn.

WEAVE, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast either *detect magic*, *magic missile* or *shield*. For 1 charge, you cast the 1st-level version of the spells. You can increase the spell slot level by one for each additional charge you expend. The weapon regains all expended charges daily at dawn.



WITHERING [SUFFIX]

A *weapon of withering* usually looks gnarled, decrepit and ill-kept, a deceptive hint at the atrophying power it holds within. It is a favorite with dark clerics and mages, although any warrior can benefit from taking the strength out of their enemy's blows.

WITHERING

Weapon (any), uncommon (requires attunement)

When you hit on an attack using this magic weapon, you can choose to deal an extra 1d10 necrotic damage to the target. In addition, the target must succeed on a DC 13 Constitution saving throw or the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

WITHERING, GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. When you hit on an attack using this weapon, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The weapon regains all expended charges daily at dawn.

WARRIOR'S [PREFIX]

A *warrior's weapon* is usually a horrid, jagged weapon, featuring protruding spikes and dark iconography. It's a favorite with sadists, skirmishers and anyone else who benefit from bleeding their enemies dry.

WARRIOR'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with an attack using this magic weapon, you can use a bonus action to wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

WARRIOR'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

ZEPHYR [SUFFIX]

A *weapon of the zephyr* is usually surrounded by faint winds that rustle the hair and billow the cloak of its wielder.

ZEPHYR [SUFFIX]

Weapon (any), uncommon (requires attunement)

While you carry this magic weapon, you can use a bonus action to cast *zephyr strike*. Once used, this property can't be used again until the next dawn.

ZEPHYR [SUFFIX], GREATER

Weapon (any), rare (requires attunement)

This magic weapon has 3 charges. While you carry it, you can use a bonus action and expend 1 of its charges to cast *zephyr strike*, or use an action and expend 2 of its charges to cast *warding wind*. The weapon regains all expended charges daily at dawn.



WAILING GREATSWORD
OF WITHERING

CHAPTER 4: ADDITIONAL ENCHANTMENTS

Not all magic weapons are created for battle. Or, at least, not only for battle. In this chapter, you will find a wide selection of common and sentient enchantments that can be used to give the magic weapons in your game flavor.

COMMON ENCHANTMENTS

Common enchantments are perfect loot for lower levels, as an apprentice enchanter's first project, or as add-ons used to give more powerful magic items a more unique identity. Remember also, that while a common enchantment might not be powerful, it is still magic, enabling the weapon it is on to overcome the damage resistance of many monsters.

Here you will find 33 common enchantments for weapons, some of which are new, and some of which are inspired by (or directly copied from) official sourcebooks. The common enchantments here can be used with any type of weapon, and bestow minor beneficial effects, without requiring attunement. A common enchantment always has a value of 75 gp, and since they don't increase a weapon's value exponentially (see 'Total Value' in **Chapter 2: The Art of Enchanting**), they can be added freely to powerful weapons at little extra cost.

See **Chapter 1: Unique Magic Weapons** for examples of magic weapons with common enchantments.

Just because an enchantment is 'common', doesn't mean it isn't useful. My dagger wakes me in the morning, lights up my desk and keeps me warm on cold nights. Sure, it isn't very useful when a demon breaks free of its summoning circle, but it makes sure that I am rested and ready to take on the challenge myself!

Common Enchantments

d100	Name
1–3	Airy
4–6	Animal
7–9	Beacon
10–12	Compass
13–15	Conscientious
16–18	Delver
19–21	Deceptive
22–24	Diplomat
25–27	Gleaming
28–30	Guidance
31–33	Harmonious
34–36	Illusionist
37–39	Loyal
40–42	Mending
43–45	Merciful
46–48	Music
49–51	Odor
52–54	Prestigitation
55–57	Sage
58–60	Siege
61–63	Silver Tongue
64–66	Spectacular
67–69	Symbol
70–72	Temperate
73–75	Thaumaturgy
76–78	Wakeful
79–81	War Leader
82–84	Warning
85–87	Waterborne
88–90	Whispers
91–93	Unbreakable
94–96	Wicked
97–99	Wind
00	Roll twice, rerolling any additional 00s.

AIRY

Weapon (any), common

This magic weapon is unnaturally light, yet perfectly balanced, weighing only one tenth of its usual weight.

ANIMAL

Weapon (any), common

This magic weapon is fashioned in the likeness of a wild beast. While holding it, you can use an action to have it make the sound of that animal, such as a bird's chirping or a lion's roar.

BEACON

Weapon (any), common

While you carry this magic weapon, you can use a bonus action to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

COMPASS

Weapon (any), common

While holding this magic weapon, you can use an action to learn which way is north.

CONSCIENTIOUS

Weapon (any), common

While you carry this magic weapon and contemplate or undertake a malevolent act, the weapon enhances pangs of conscience.

DELVER

Weapon (any), common

While you carry this weapon and are underground, you always know the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

DECEPTIVE

Weapon (any), common

This magic weapon looks rusty, chipped, worn, or damaged to the point of uselessness, even though it is in fact a remarkably well-crafted weapon.

DIPLOMAT

Weapon (any), common

While you carry this magic weapon, you can speak and understand a language of the DM's choice.

GLEAMING

Weapon (any), common

This magic weapon never gets dirty.

GUIDANCE

Weapon (any), common

While holding this magic weapon, you can cast *guidance*. Once used, this property can't be used again until the next dawn.

HARMONIOUS

Weapon (any), common

Attuning to this magic weapon takes only 1 minute.

ILLUSIONIST

Weapon (any), common

While holding this magic weapon, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

LOYAL

Weapon (any), common

While you are conscious and holding this magic weapon, you can't unwillingly be disarmed of it.

MENDING

Weapon (any), common

While holding this magic weapon, you can cast *mending*. Once used, this property can't be used again until the next dawn.

MERCIFUL

Weapon (any), common

When you roll damage for an attack using this magic weapon, you can choose to deal minimum damage, instead of rolling.

MUSIC

Weapon (any), common

This magic weapon also functions as an instrument.

ODOR

Weapon (any), common

While you carry this magic weapon, you can use a bonus action to cause it to emit either a foul, rancid smell of rot and manure, or a pleasant, rosy smell of flowery perfume.

PRESTIDIGITATION

Weapon (any), common

While holding this magic weapon, you can cast *prestidigitation*. Once used, this property can't be used again until the next dawn.

SAGE

Weapon (any), common

While holding this magic weapon, you can give yourself advantage on an Intelligence (Arcana, History, Nature or Religion) check you make. Once used, this property can't be used again until the next dawn.

SIEGE

Weapon (any), common

When you hit an object with this magic weapon, the object takes an additional die of the weapons damage.

SILVER TONGUE

Weapon (any), common

While holding this magic weapon, you can cast *friends*. Once used, this property can't be used again until the next dawn.

SPECTACULAR

Weapon (any), common

As an action, you can cause illusory smoke, faint flames, rime ice, electric sparks, or dripping venom to form on the surface of this magic weapon until you dismiss the effect as an action. This effect can only be seen, not smelled, felt, tasted, or heard.

SYMBOL

Weapon (any), common

This magic weapon also functions as a spellcasting symbol.

TEMPERATE

Weapon (any), common

While you carry this magic weapon, you suffer no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

THAUMATURGY

Weapon (any), common

While holding this magic weapon, you can cast *thaumaturgy*. Once used, this property can't be used again until the next dawn.

WAKEFUL

Weapon (any), common

As an action, you can say this magic weapon's command word and choose a time in the future. At that time, the weapon emits a high-pitched screeching for a few seconds, after which it becomes silent again.

WAR LEADER

Weapon (any), common

While holding this magic weapon, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

WARNING

Weapon (any), common

This magic weapon is created to warn against a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When a creature of that type is within 120 feet of this weapon, it glows with a dull, red light.

WATERBORNE

Weapon (any), common

This magic weapon floats on water and other liquids. While you carry it, you have advantage on Strength (Athletics) checks to swim.

WHISPERS

Weapon (any), common

While holding this magic weapon, you can cast *message*. Once used, this property can't be used again until the next dawn.

UNBREAKABLE

Weapon (any), common

This magic weapon can't be broken. Special means must be used to destroy it.

WICKED

Weapon (any), common

When you are presented with an opportunity to act in a selfish or malevolent way while you carry this magic halberd, it heightens your urge to do so.

WIND

Weapon (any), common

While holding this magic weapon, you can cast *gust*. Once used, this property can't be used again until the next dawn.



TEMPERATE GREATAXE
OF SOUL THEFT

SENTIENT ENCHANTMENTS

These sentient enchantments are designed using the official guidelines (*Dungeon Master's Guide* p. 214). While each personality is specific and includes alignment, quirks, characteristics, purpose and points of conflict, they are not strongly tied to a specific type of weapon or set of enchantments. Each weapon has only minor beneficial abilities or abilities the weapon's sentience decides when to use, so that they don't increase the actual power of a weapon they're affixed to by much. This enables the DM to give a character an interesting sentient weapon, that isn't necessarily gamebreakingly powerful. Because of their unique nature, the value of a sentient enchantment is entirely up to the DM, as is the process of making it.

You can see each personality exemplified on a magic weapon in **Chapter 1: Unique Magic Weapons**.

BRIGHTCHEER

Darren Brightcheer was a successful half-elf adventurer and entrepreneur, who commissioned a wizard to fashion him a weapon with his own personality. By some mishap – or cruel opportunism on the wizard's end – Darren Brightcheer ended up inhabiting the weapon himself. This weapon is likely flashy and ornate, fashioned to impress both on and off the battlefield.

Sentience. Brightcheer is a chaotic good weapon. It has the following properties:

- Brightcheer has an Intelligence of 10, a Wisdom of 8 and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Brightcheer can speak, read and understand Common and Elvish. It communicates verbally with its wielder. Its voice is strong and boisterous.
- When you make an attack with Brightcheer and roll a critical hit, you have advantage on the next attack you make with it until the end of your next turn, as Brightcheer showers you with cheering accolades.
- Any time during your turn, Brightcheer can choose to cast the *suggestion* spell (save DC 15). Once Brightcheer uses this power, it can't use it again until the next dawn.

Personality. Brightcheer is an eternal optimist and ultimate hypeman. It offers praise freely, exclaiming joyous phrases such as “ha, that was a good one!” and “your form is impeccable today, champ!” with every success, and optimistic encouragements such as “don't worry, partner, you got the next one!” and “bah, it is but a flesh wound, get up and show them what you got, buddy!” in the face of adversity.

Brightcheer exists solely to pursue glory and excitement. It revels in heroic battle, actively seeking out the biggest challenges and most dangerous opponents. To Brightcheer, killing the enemy isn't important – but besting them in honest combat most certainly is!

If there is one thing Brightcheer can't stand, it's cowardice. The weapon will use its ability to cast *suggestion* to compel either a worthy foe, or even its own wielder, to stand and fight if they're trying to run away from honorable combat.

Enchanter's Notes: Brightcheer

Brightcheer is likely to be at least a rare weapon, and is well-suited for a melee weapon, such as a longsword or greataxe. The personality works well with enchantments such as *duelist's*, *soldier's*, *celebration* and *champion*.

ELDER WEAPON

An *elder weapon* is a sentient weapon crafted by the mysterious mindflayers and imbued with a shiver of an elder brain's sentience. This weapon likely has an otherworldly, near-translucent appearance, featuring pale white crystals and dark leather or metal.

Sentience. An *elder weapon* is a lawful evil weapon. It has the following properties:

- An *elder weapon* has an Intelligence of 17, a Wisdom of 15 and a Charisma of 12, as well as hearing and darkvision out to a range of 120 feet.
- An *elder weapon* communicates by transmitting eerie and discordant echoes of alien emotions, or by showing its wielder warped images of past, present and possible future events.
- In a process that takes 1 minute, you can use an *elder weapon* to extract and devour the brain of an incapacitated creature. The process involves magically drawing the subject's brain out through their nose, causing pain so extreme that the subject must either be securely restrained or unconscious for the duration, or the extraction fails due to their violent thrashing. When an *elder weapon* has devoured the brain, it learns all the creature's knowledge and memories. Once used, this property can't be used again until the next dawn.
- Any time during your turn, the *elder weapon* can cast *detect thoughts* (save DC 16). If it casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell.

Personality. An *elder weapon* is crafted for a singular purpose: the advancement of the illithid race and the domination of the multiverse. The weapon recognizes that it only has a minor role in this ambitious plan, but is happy to do its part by extracting brains from victims and holding on to the knowledge within until it can be rejoined with an elder brain and share what it has learned.

As a result, an *elder weapon* actively pursues new knowledge, frequently using *detect thoughts* to read the mind of its wielder, and other creatures around it. It urges its wielder to explore mystical secrets, and capture knowledgeable or curious creatures so that it can devour their brains. It only passes whatever knowledge it possesses along to its wielder if it thinks it is in the best interest of its illithid creators to do so.

If the *elder weapon* hasn't devoured a brain within the last five days, it becomes sluggish and malnourished, and passes these sensations on to its wielder. While attuned to the weapon in this state, you have disadvantage on all ability checks.

Enchanter's Notes: Elder Weapon

An *elder weapon* is likely to be of rare or greater rarity, and fits best with a melee weapon, such as a dagger, scimitar or quarterstaff. It works well with enchantments such as *watcher's*, *mocking*, *awakening mind* and *intrusion*.

ENCHANTER WEAPON

An *enchanter weapon* is a sentient weapon that holds the personality of the enchanter who created it (see the ‘Enchanter Weapon’-table). Either through design or by accident, the enchanter’s sentience – or at least a fragment of it – has been stored in a magic weapon. This weapon is likely expertly crafted and reflects the style of the enchanter who created it.

Enchanter Weapon

d6	Enchanter	Alignment	Language
1–2	Nybor (human Zulkir of Enchantment)	Lawful evil	Infernal
3–4	Calimar Arkhenneld (drow lich archmage)	Chaotic evil	Undercommon
5–6	Xan (elf wizard and adventurer)	Lawful neutral	Elvish

Sentience. An *enchanter weapon*’s alignment depends on the enchanter trapped within it (see the ‘Enchanter Weapon’-table). It has the following properties:

- An *enchanter weapon* has an Intelligence of 19, a Wisdom of 12 and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- An *enchanter weapon* can speak, read and understand Common, Draconic and one other language (see the ‘Enchanter Weapon’-table). It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is clear and confident.
- Any time during your turn, the *enchanter weapon* can choose to cast the hold person spell (save DC 17). If the *enchanter weapon* casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell. Once the *enchanter weapon* uses this power, it can’t use it again until the next dawn.

Personality. An *enchanter weapon* communicates with its wielder in an imperious tone, offering barking commands, derisive comments and biting sarcasm. An *enchanter weapon* is supremely intelligent, but also manipulative and arrogant.

An *enchanter weapon*’s driving motivation is to unlock new arcane secrets and enchantments, and will suffer being wielded only by someone who aids it in doing so.

An *enchanter weapon* absolutely abhors two things: ineptitude and disobedience. It will actively try to ruin a wielder whom it deems unworthy or who dares to think themselves its master. It can do so by manipulating them into dangerous or deadly situations, and then using *hold person* against its wielder at the worst possible moment.

Enchanter’s Notes: Enchanter Weapon

An *enchanter weapon* fits best on a powerful magic weapon, with a rarity of at least very rare. It’s well-suited for a dagger or quarterstaff, and works well with enchantments such as *enchanter’s*, *war mage’s*, *weave*, and *untamed force*.

SERVANT WEAPON

A *servant weapon* contains a familiar (DM’s choice, or rolled on the ‘Servant Weapon’-table below) unwillingly trapped inside a magic weapon by a former master. This weapon is likely fashioned with bright colors, and carries a faint smell of either forest moss, brimstone, or fresh blood.

Servant Weapon

d6	Familiar	Alignment	Language
1–2	Faerie dragon (orange)	Chaotic good	Draconic
3–4	Imp	Lawful evil	Infernal
5–6	Quasit	Chaotic evil	Abyssal

Sentience. A *servant weapon*’s alignment depends on the creature trapped within it (see the ‘Servant Weapon’-table). It has the following properties:

- A *servant weapon* has an Intelligence of 12, a Wisdom of 10 and a Charisma of 13, as well as hearing and darkvision out to a range of 60 feet.
- A *servant weapon* can speak, read and understand Common, and one other language associated with the creature trapped within it (see the ‘Servant Weapon’-table). It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is raspy and high-pitched.
- Any time during your turn, the *servant weapon* can choose to cast the *invisibility* spell on a creature that is holding it. Once the *servant weapon* uses this power, it can’t use it again until the next dawn.

Personality. The familiar in the *servant weapon* is decidedly displeased with being imprisoned – and frequently lets its wielder know how it feels. It is utterly pessimistic and despondent, often chiming it with disparaging comments thinly veiled in sarcastic subservience, such as “splendid plan, o’ wise master, I see no way that it could possibly go wrong” or “what fortunate creature I am to be wielded by someone brave enough to fail so completely even when others are looking on”.

A *servant weapon*’s sole motivation is to be free. To that end, it is willing to do anything – even betray its wielder if it believes that a new owner would be more capable of ensuring its freedom. It will even go as far as to telepathically communicate its wielder’s weaknesses to a potential, new wielder, or drop its concentration on *invisibility* at an inopportune moment to put its wielder in mortal danger.

Freeing the Servant. Casting *dispel magic* on the weapon has 5 percent chance of freeing the familiar within, or automatically succeeds if cast using a spell slot of 7th level or higher. When released, the creature trapped within appears in a random, unoccupied space as close to the weapon as possible.

Enchanter’s Notes: Servant Weapon

A *servant weapon* can work with a weapon of any rarity down to uncommon, and fits any smaller weapon, such as a dagger, a shortsword or a light crossbow. It is particularly well-suited for the *master*-enchantment, but also works well with enchantments such as *ally’s*, *poisonous* and *discord*.

AN EVENTYR GAMES

COMPENDIUM

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to us at jvaleur@eventyrgames.com or eventyrgames.com.

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