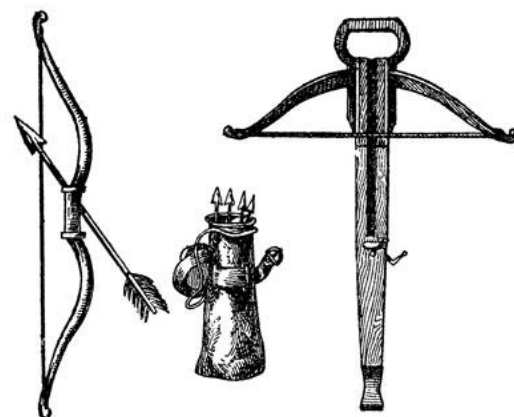


UNIQUE MAGICAL WEAPONS

Tales of fantasy and magic sometimes revolve around a magical weapon of great power. These weapons have a unique character all their own. These weapons are simply not called “a sword”, but names that make people remember the significance of the weapon. From King Arthur’s Excalibur to Elric’s Stormbringer, weapons of lore have carried unique names known to all. These stories also usually focus on swords. The Vorpal Sword, Callandor, the Darksword or the Sword of Truth...these tales make the sword the glorious weapon of battle. Any weapon can be made as magical as the sword has become. A dwarf can craft a war hammer to fend off giants. A priest can bless a mace to destroy the undead. Anything is possible in the world of fantasy. This section will provide you the tools to give your adventures a sense of these legends. You will be able to create unique magical weapons that will make the characters proud to wield in battle. No longer will the cleric run into a horde of undead shouting, “Prepare to be smitten with my mace +1!” They will now be able to shout, “Prepare to be smitten with my Legendary Mace of Death Dealing!”



The following tables allow you to generate different types of magical weapons for the Labyrinth Lord – Advanced Edition Companion game. If you choose to use these tables, you should use them when you roll for Swords or Miscellaneous Weapons (found in the Random Magic Type table on page 107 of the Labyrinth Lord rulebook) and only 75% of the time. The other 25% of the time, you should generate the Swords and Miscellaneous Weapons as normal. This will allow for the classic magical weapons to still make appearances in your adventures...such as the Life Drinker, Frost Brand and Dwarven Thrower. If you choose to give the weapon a prefix title, roll on the D.O table to determine the prefix for the magical weapon’s name. Rolling on this table will produce results like the “Magical Sword of...” or the “Fabled War Hammer of...”. You can always reroll on this table if the prefix happens to not fit the weapon. It is very possible to get an Evil Flail of Holy Might. This example may dictate a reroll here, but use your own judgment. Also note, just because you have a prefix of “Evil”, does not necessarily tell a tale of an evil weapon...but maybe the creator was evil or the last wielder was evil. In the end, it is all about the history of the weapon.

NAME PREFIXES (D.O) doo

1	Abysmal	21	Disrupting	41	Fantastic	61	Lost	81	Sadistic
2	Accursed	22	Disturbing	42	Fiendish	62	Magical	82	Spiritual
3	Adored	23	Divine	43	Forgotten	63	Magnificent	83	Sturdy
4	Almighty	24	Dominant	44	Foul	64	Marvelous	84	Supreme
5	Amazing	25	Doomed	45	Frightful	65	Mighty	85	Sylvan
6	Ancestral	26	Dreadful	46	Glimmering	66	Miraculous	86	Terrible
7	Ancient	27	Dwarvish	47	Glorified	67	Missing	87	Travelling
8	Astonishing	28	Earthly	48	Glorious	68	Mysterious	88	Treasured
9	Astounding	29	Elven	49	Gnomish	69	Mystical	89	Ultimate
10	Awful	30	Enchanted	50	Grim	70	Mythical	90	Undead
11	Blasphemous	31	Endless	51	Hallowed	71	Odd	91	Unholy
12	Blissful	32	Eternal	52	Haunted	72	Orcish	92	Unknown
13	Chaotic	33	Evil	53	Heavenly	73	Ornate	93	Unspeakable
14	Crazed	34	Exalted	54	Holy	74	Perfected	94	Vicious
15	Cursed	35	Excellent	55	Horrific	75	Phenomenal	95	Vile
16	Damned	36	Exotic	56	Incredible	76	Planar	96	Villainous
17	Dark	37	Extraordinary	57	Infernal	77	Powerful	97	Wizardly
18	Deathly	38	Fabled	58	Infinite	78	Rare	98	Wonderful
19	Demonic	39	Fabulous	59	Lawful	79	Royal	99	Wondrous
20	Dire	40	Fallen	60	Legendary	80	Sacred	00	Worldly

Then, roll on the D.I table to determine what type of weapon is found to be magical. This table is designed with the premise that swords are not the major magical weapon in the game.



WEAPON TYPES (D.I)

Roll d00	Weapon
1-2	Scimitar
3-4	Long Sword
5-6	Bastard Sword
7-8	Short Sword
9-10	Two-Handed Sword
11-12	Club
13-14	Light Hammer
15-16	War Hammer
17-18	Mace
19-20	Heavy Crossbow
21-22	Light Crossbow
23-24	Longbow
25-26	Shortbow
27-34	Dagger
35-38	Flail
39-42	Heavy Flail
43-46	Morningstar
47-52	Heavy Pick
53-58	Light Pick
59-60	(Pole Arm) Bardiche*
61-62	(Pole Arm) Pike*
63-64	(Pole Arm) Halberd*
65-72	Quarterstaff
73-78	Battle Axe
79-84	Hand Axe
85-88	Spear
89-92	Trident
93-00	Sling

*These are examples of common pole arms.

Now you can roll on the D.II table to determine what magical properties the weapon has. Any table listed, in the Table column, means you must then roll in that table to get the next attribute for the weapon.

PROPERTIES (D.II)

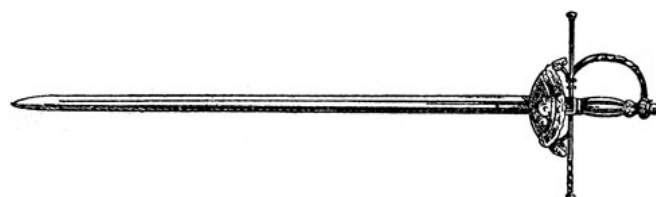
Roll d00	Properties	Table
1-40	+1	D.III
41-50	+1, +2	D.IV
51-58	+1, +3	D.IV
59-65	+2, +3	D.IV
66-67	+2, +4	D.IV
68-83	+2	D.III
84-94	+3	D.III
95	+4	D.III
96	of the Cursed (-1, cursed)	-
97	of the Cursed (-2, cursed)	-
98	of Wounding (+1, wounding)	-
99	of the Berserker (+2, berserking)*	-
00	of Defense (+4, defending)	-

*Reroll if ranged weapon

For rolls on the D.III table, you are determining if there are additional magical properties than just the "+". For example, a Dagger +2 has a 25% chance of being more than just a Dagger +2.

ADDITIONAL PROPERTIES (D.III)

Roll d00	Table
1-75	-
76-00	D.V



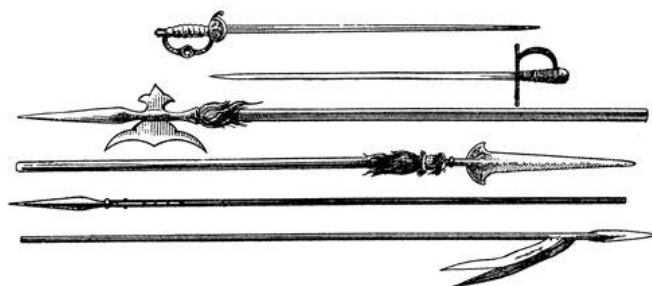
SLAYING TYPE (D.IV)

Roll d12	Slaying Type
1	of Lycanthrope Hunting (versus lycanthropes)
2	of Spellcaster Doom (versus spell casters)
3	of Deterioration (versus regenerating monsters)
4	of Death Dealing (versus undead)
5	of Magical Vanquishing (versus magical monsters)
6	of Dragon Slaying (versus dragons & wyverns)
7	of Lizard Extinction (versus reptiles)*
8	of Giant Conquering (versus giants)
9	of Exorcism (versus demons and devils)
10	of Elemental Destruction (versus elementals)
11	of Golem Banishment (versus golems and statues)
12	of Eradication (versus insects)

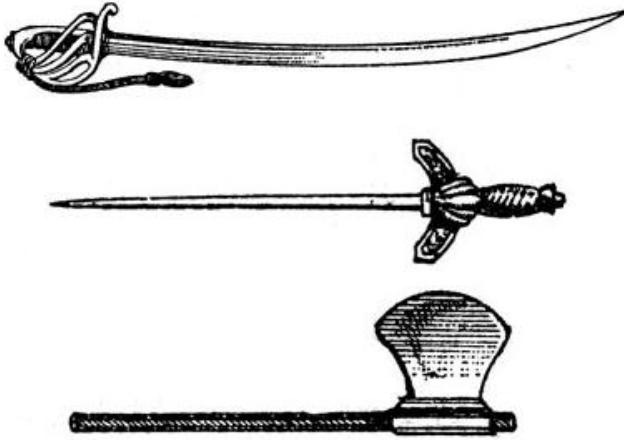
*Not against Dragons & Wyverns

MAGICAL EFFECTS (D.V)		
Roll 2d00	Magical Effects	Table
2-5	of Command (C - Command)	D.VI
6-10	of Water (C - Create Water)	D.VI
11-15	of Light Healing (C - Cure Light Wounds)	D.VI
16-20	of Evil Detection (C - Detect Evil)	D.VI
21-25	of the Arcane (MU - Detect Magic)	D.VI
26-30	of Flames (MU - Burning Hands)	D.VI
31-35	of the Jailor (MU - Hold Person)	D.VI
36-40	of Light (MU - Light)	D.VI
41-45	of Evil Protection (C - Protection from Evil)	D.VI
46-50	of Vines (D - Entangle)	D.VI
51-55	of the Feather (MU - Feather Fall)	D.VI
56-60	of Identification (MU - Identify)	D.VI
61-65	of Magic Missiles (MU - Magic Missile)	D.VI
66-70	of the Scholar (MU - Read Languages)	D.VI
71-75	of the Sage (MU - Read Magic)	D.VI
76-80	of the Weary (MU - Sleep)	D.VI
81-84	of the Thief (C - Find Traps)	D.VI
85-88	of Silence (C - Silence 15' Radius)	D.VI
89-92	of Snake Charming (C - Snake Charm)	D.VI
93-96	of the Treant (D - Barkskin)	D.VI
97-100	of Blindness (I - Blindness)	D.VI
101-104	of Seeing (MU - Detect Invisible)	D.VI
105-108	of Invisibility (MU - Invisibility)	D.VI
109-112	of Mind Reading (MU - ESP)	D.VI
113-116	of the Merchant (MU - False Gold)	D.VI
117-120	of Trespassing (MU - Knock)	D.VI
121-124	of the Skunk (MU - Stinking Cloud)	D.VI
125-128	of the Spider (MU - Web)	D.VI
129-131	of the Necromancer (C - Animate Dead)	D.VI
132-134	of Aid (C - Cure Disease)	D.VI
135-137	of Wizard's Bane (MU - Dispel Magic)	D.VI
138-140	of Speech (MU - Tongues)	D.VI
141-143	of Scorching (MU - Fire Ball)	D.VI
144-146	of the Eagle (MU - Fly)	D.VI
147-149	of Speed (MU - Haste)	D.VI
150-152	of Lightning (MU - Lightning Bolt)	D.VI
153-155	of Neptune (MU - Water Breathing)	D.VI
156-157	of the Feast (C - Create Food and Water)	D.VI
158-159	of Great Healing (C - Cure Serious Wounds)	D.VI
160-161	of Truth (C - Detect Lie)	D.VI
162-163	of Horror (MU - Fear)	D.VI
164-165	of the Blessed (MU - Remove Curse)	D.VI

166-167	of Greater Healing (C - Cure Critical Wounds)	D.VI
168-169	of Holy Might (C - Dispel Evil)	D.VI
170-171	of the Swarm (C - Insect Plague)	D.VI
172-173	of Frost (MU - Cone of Cold)	D.VI
174	of the Puppeteer (C - Animate Objects)	D.VI
175	of the Bladed Wall (C - Blade Barrier)	D.VI
176	of the Beastmaster (C - Conjure Animals)	D.VI
177	of the Ranger (C - Find the Path)	D.VI
178	of Thorns (D - Wall of Thorns)	D.VI
179	of Disintegration (MU - Disintegrate)	D.VI
180	of Medusa (MU Stone to Flesh - reversed)	D.VI
181	of Shattered Ground (C - Earthquake)	D.VI
182	of Resurrection (C - Resurrection)	D.VI
183	of Regeneration (C - Regenerate)	D.VI
184	of the Giants (+1 Strength)	-
185	of the Elves (+1 Dexterity)	-
186	of the Ogre (+1 Constitution)	-
187	of the Mind (+1 Intelligence)	-
188	of the Owl (+1 Wisdom)	-
189	of the Nymph (+1 Charisma)	-
190-191	of the Dragon (+1 Save vs. Breath Attacks)	-
192-192	of the Snake (+1 Save vs. Poison)	-
193-194	of the Grim Reaper (+1 Save vs. Death)	-
195-196	of the Basilisk (+1 Save vs. Petrify or Paralyze)	-
197-198	of the Sorcerer (+1 Save vs. Wands)	-
199-200	of Wizardry (+1 Save vs. Spells)	-



SPELL CASTING (D.VI)	
Roll d20	Spell Casting
1-6	once a week
7-10	twice a week
11-14	three times a week
15-17	once a day
18-19	twice a day
20	three times a day



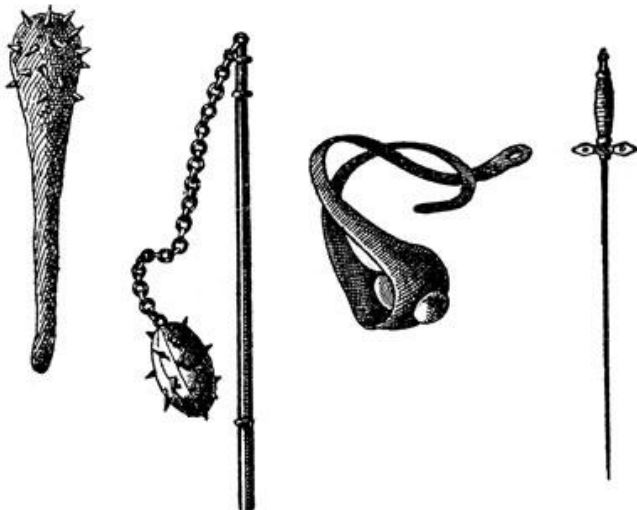
Here are some examples on how these tables work...

I roll a 15 on table D.I to get a War Hammer. I then roll on table D.II and get a 68, indicated this is a War Hammer +2. I then roll a 52 on table D.III, indicating that this weapon will go no further in the process and remain a War Hammer +2.

I roll an 88 on table D.I to get a Spear. I then roll on table D.II and get a 32, indicated this is a Spear +1. I then roll an 83 on table D.III, indicating that this weapon will have more magical

abilities. I roll on D.V to get a 46, meaning that this Spear +2 can cast the Druid spell Entangle. I then roll on the D.VI table and get a 16, meaning I can cast this spell once a day. My final weapon is a Spear of Vines +1 that can cast Entangle once per day.

I roll a 12 on table D.I to get a Club. I then roll on table D.II and get a 53, indicated this is a Spear +1, +3 against "something". I then roll a 4 on table D.IV to see what that "something" is. My final weapon is a Club of Death Dealing +1, +3 against Undead.



I choose to use a prefix for this next weapon so I roll a 69 on table D.O. I then roll a 98 on table D.I to get a Sling. After rolling a 67 on table D.II, I see I now have a Mystical Sling +1. I then roll a 197 on table D.III. I now have a Mystical Sling of the Sorcerer +1 with +1 to saves versus wands.

The D.V table is assembled from the use of the spell listing in the game. Whenever one gets a weapon with these properties, they simply refer to the actual spell. Pay attention to the letter code in the effect name (C, D, I, MU). These refer you to which class the spell is referenced against, meaning that C - *Protection from Evil* is the cleric spell (C) and not the magic-user (MU) spell. Some spells are affected by the level of the caster. With these weapons, it is always assumed that the spell is cast as though from the same level as the spell. This means, if your sword can cast Fire Ball, it will always cast it at level 3 (because Fire Ball is a level 3 spell). It is not a measure of when a magic-user is able to cast the spell (which in this example, a magic-user would need to be level 5 to cast it).

As an optional rule, you may roll a d00 to determine how many charges a spell casting weapon has. Once the charges are depleted, it simply become a "+" type weapon.

These tables should provide enough for a rich mixture of every different type of weapon with different combinations. These tables will allow for any weapon to be found in a game where swords are normally the dominant weapon. Clerics can now get a Mace 1, +3 against Undead. Thieves can get a Dagger +2 with +1 to Dexterity. The possibilities are many to allow any of the classes to get weapons they are proud to wield.



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