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A Random Table for Fantasy Gaming
Number Twenty-Two : Weapons with Weird Tricks
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1	Bonecaller is a +3 dagger chipped from obsidian. Its wielder can raise one creature slain in the current battle as a zombie. This creature will fight until destroyed or the battle ends.	11	When the ornate, gold-bladed +2 halberd Fearless is used against a foe three or more levels higher than the wielder, the weapon inflicts an extra die of damage with each blow.
2	Herald's Spear is a simple +1 weapon hung with an ornate banner. When planted on the battlefield, it creates a 30-foot radius field of power which heals allies one die each round.	12	Mindseekers are magical +2 sling stones that detect the thoughts of living creatures and home in on them. They their knock their target unconscious 25% of the time when they hit.
3	The Bonesnapper is a +1 to hit, +2 damage mace with a flanged, black-iron head. When wielded by a cleric, it grants a +2 bonus to turn undead attempts and inflicts double damage upon lesser undead foes.	13	Shriekbane is a fancy +2 long sword with a large diamond in pommel. When it first draws blood it creates a 30-foot radius sphere of silence that moves with the sword. The sphere lasts ten minutes.
4	Terrorhook is a cruel +2 scimitar marked with blood-red runes of power. When its wielder draws blood in battle, they are transformed into a horrible demonic figure. Nearby foes must save versus fear or flee in terror for three rounds. The transformation is pure illusion.	14	This slim brown wand is known as the Fang of Bats . Using one charge summons a tiny spy / messenger bat for four hours. Two charges summons a 4HD giant vampire bat that fights for the wielder for ten rounds. Each foe the bat slays restores a charge to the wand.
5	Starsplitter is a +2 battle axe made of glowing crystal. It disrupts all arcane energies within 20 feet. Any spell cast within this radius causes one die of damage to the caster per spell level.	15	Chillfang is a +3 glaive hewn from a giant magical icicle. A to hit roll of 19 or 20 causes giant icicles to rain down in a 10-foot radius around the target, causing two dice of damage.
6	These short, thick-bladed, stabbing daggers are called The Spikes . They are simple +1 weapons, but they also grant thieves a 30% bonus to climbing checks.	16	Affliction is a short bow decorated with mystic runes. Targets struck by its arrows are cursed, taking double damage from all physical attacks for three rounds.
7	The Healer's Ward is an ordinary oak staff with a white, woven leather grip. It offers no combat benefit, but enemies must make a saving throw versus magic to attack the wielder, so long as they take no offensive action.	17	Vilestrike is an ornate +2 war hammer covered with slithering purple runes. It is an evil weapon. Any damage caused by Vilestrike heals at half the usual rate. Healing magic is negated by its evil power.
8	The Corrupter is a heavy crossbow made from glowing metal and blackened wood. It has a +2 to hit bonus. Any metallic target struck by one of its bolts begins to corrode, suffering one die of damage per round for ten rounds.	18	Painmonger is a primitive flint battle axe with a +1 to hit bonus. Each time its wielder is struck in battle, the weapon gains a cumulative +1 damage bonus, to a maximum of +15. This expires at the end of the fight.
9	The Veil Piercer is a +1 short sword with a magically hardened glass blade. It unerringly seeks out obscured, hidden, invisible, ethereal, or astral foes, providing a +4 to hit bonus against these targets.	19	Thunderstrike is a thick, silvery +3 quarterstaff banded in steel. The weapon grants a free second attack on a successful to hit roll of 19 or 20. This second attack, if successful, stuns the target for one round.
10	The holy Blade of Prophecy is a +2 weapon. When used to slay an evil creature, the corpse flares with holy light, dealing one die of damage to evil foes within ten feet.	20	The Crusher is a very heavy steel-headed maul requiring great strength to wield. It suffers a -1 to hit penalty, but has a +4 damage bonus. It does double-damage to earth-based creatures.