



# HEIRLOOM WEAPON GENERATOR

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Press



## A GUIDE TO THE HEIRLOOM WEAPON GENERATOR

*“Boy, this was my father’s sword. He wasn’t always an innkeeper. Your grandfather once traveled these lands seeking adventure and hidden treasures. This sword, the Blue Blade, was found in a pile of ancient coins and pearls at the very bottom of a sprawling dungeon in a far off land. It was guarded by a monster made of salt, magic, and bone. My father always said the blade glowed blue when he needed to replenish his supply of fresh water and whispered to him secrets of the deep, dark rivers and lakes.”*

The act of passing a weapon down through the generations of a family is a familiar trope of mythology and fantasy literature. With this generator you can have PCs start adventuring with a family heirloom that has history and maybe even a little magic. Most of the history should be generated by the PC. Categories such as *Is it Magic?* and *Is it Exaggerations?* should be rolled in secret by the GM/Judge.

Is it wise to start PCs off with magical weapons? Is it good for the PCs? Is it good for your game? No! This generator was meant to add flesh, story hooks, and character to your characters. It gives them something to talk about over a campfire and a reason to go back down into the dark to yank the sword out of the quivering flesh it was stuck into before they ran away in terror. That piece of metal has been passed down for the past 80 years and they will be damned before leaving it to rust in a beast’s lair!

The GM may roll or just decide if the weapon is magical and if the history generated is accurate. If it’s magical, the weapon may have to be recharged before it works like it used to in the stories heard on Pappy’s lap. The PC may not know the command word to make it work. The Judge may decide (instead of rolling) that there is an heirloom, but it’s broken or was stolen from the family and must be quested for. An inventive GM can figure out how to overcome any narrative and mechanical issues. At any rate, the PC won’t know for sure what is going on with the weapon until the gold is raised for an *Identify* spell or the party’s wizard acquires the spell.

Can the generator be used in a character funnel? It’s your game; do what you want. It would be excessive if every PC started with an heirloom. A Judge could allow one per group of 0 level characters. This could lead to further hooks and more stories. What if the PC who started with that heirloom dies and the remaining characters have to choose to return the item to the family or keep it? Does that family discover the deceit and put a mark on the characters? Do they give their blessing and allow the PCs to keep it, but only for a share of the treasure? Do they want more? Do they insist on a promise of marriage to their daughter or son? Alternatively, the PC might only get the weapon upon return from the funnel adventure and receiving the family blessing and heirloom.

Hopefully this tool is useful, fun, and provides more depth to the characters.



**D12 WHAT IS IT**

- 1-3 Dagger
- 4-6: Short sword
- 7-11: Long sword
- 12: Axe
- 13: Sling
- 14: Bow
- 15: Warhammer
- 16: Scimitar
- 17: Mace
- 18: Spear
- 19: Crossbow
- 20: Shield

**PASSED DOWN FOR D4 GENERATIONS**

**D10 WHAT MATERIAL**

- 1: Bone/Antler
- 2: Hardened wood
- 3: Meteoric metals
- 4: Forgotten technology
- 5: Bronze
- 6: Flint
- 7: Crystal
- 8: Liquid Metal
- 9: Iron/Steel
- 10: Mithril

**D20 HISTORY**

- 1: Used in battle against Race D10
- 2: Used in a border skirmish
- 3: Used in a civil war
- 4: Found within a tree
- 5: Pulled from living beast
- 6: Pulled from skeleton
- 7: Found in an old wreck
- 8: Discovered in dungeon
- 9: Discovered in cave
- 10: Found in a tomb
- 11: Found in a dragon's hoard
- 12: Stolen from a king of Race D10
- 13: Stolen from ancestor. Find it!
- 14: Looted from bandits
- 15: Granted for military service
- 16: Granted for city guard service
- 17: Granted upon knighting
- 18: Gift from forest spirits
- 19: Gift from water spirits
- 20: Gift from a god/herald



**D8 APPEARANCE**

- 1: Broken
- 2-5: Worn but strong
- 6: Bejeweled
- 7: Engraved
- 8: Precious metals

**D10 RACE**

- 1: Elves
- 2: Dwarves
- 3: Humans
- 4: Gnolls
- 5: Kobolds
- 6: Ghouls/Vampires
- 7: Serpent men
- 8: Orcs/Goblins
- 9: Ape men
- 10: Demons

**D12 HOW WAS IT ENCHANTED**

- 1: Bathed in the blood of many mortals
- 2: Bathed in the blood of an Otherworlder
- 3: Bathed in the blood of a wizard
- 4: Bathed in the blood of a herald
- 5: Washed in the light of the D6 Moon(s)
- 6: Enchanted by elves
- 7: Enchanted by a god
- 8: Enchanted by a wizard
- 9: Enchanted by a priest
- 10: Conviction and ideals of past user
- 11: Everyday use has enchanted the weapon
- 12: Ghost/Spirit/Soul is trapped within

**SECRET ROLLS FOR THE DM/GM/JUDGE**

**D%** Is it really magic?

- 1-85%: No
- 86-00%: Yes

**D6** Is it exaggerations?

- 1-2: Yes
- 3-6: No

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