A LITTLE LESS PREP. A LITTLE MORE WONDER.

Magic weapons

Thirty-four enchanted finds, from a trusty +1 dagger to a weapon of legend.



How to use. Roll d100; read 00 as 100. Each result names a specific weapon variant. An asterisk (*) means attunement is required. These are magic-effect reminders; open the linked card for base weapon statistics, charges, conditions and restrictions.

d100	Magic weapon	Rarity	Magic at a glance
01-05	**Dagger (+1)**	Uncommon	+1 to attack and damage rolls; throwable dagger.
06-10	**Longsword (+1)**	Uncommon	+1 to attack and damage rolls; versatile longsword.
11-14	**Shortbow (+1)**	Uncommon	+1 to attack and damage rolls; uses arrows.
15-18	**Warhammer (+1)**	Uncommon	+1 to attack and damage rolls; versatile warhammer.
19-22	**Javelin of Lightning**	Uncommon	Hit: may deal Lightning. 1/dawn: 120-ft bolt, 4d6 Lightning, Dex 13 half.
23-26	**Trident of Fish Command** *	Uncommon	1 charge: Dominate Beast on a Beast with Swim Speed (DC 15); 3 charges.
27-30	**Weapon of Warning (Rapier)** *	Uncommon	Within reach: you/allies within 30 ft gain Initiative Advantage; combat alarm.
31-33	**Longsword (+2)**	Rare	+2 to attack and damage rolls; versatile longsword.
34-36	**Longbow (+2)**	Rare	+2 to attack and damage rolls; uses arrows.
37-39	**Greataxe (+2)**	Rare	+2 to attack and damage rolls; two-handed greataxe.
40-42	**Berserker Battleaxe** *	Rare	+1; +1 max HP/level. Cursed: berserk risk and penalties with other weapons.
43-45	**Dagger of Venom**	Rare	+1; Bonus Action poison 1/dawn: Con 15 or +2d10 Poison and Poisoned.
46-48	**Dragon Slayer (Longsword)**	Rare	+1 to attacks/damage; extra 3d6 Slashing against Dragons.
49-51	**Flame Tongue Longsword** *	Rare	Bonus Action command: ignite for +2d6 Fire on hits; sheds light.
52-54	**Giant Slayer (Greataxe)**	Rare	+1; against Giants: +2d6 Slashing and Str 15 or Prone.
55-57	**Mace of Disruption** *	Rare	Fiend/Undead: +2d6 Radiant; at 25 HP or less, Wis 15 or destroyed.
58-60	**Mace of Smiting**	Rare	+1 (+3 vs Constructs); natural 20 adds 7 damage, or 14 vs Constructs.

Your table, your treasure. Custom rarity odds: uncommon 30%, rare 45%, very rare 20%, legendary 5%. Asterisks mark attunement. Curses and limited charges still apply. The selection is not the full catalogue or an official hoard table; the named base weapon is part of each result.

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d100	Magic weapon	Rarity	Magic at a glance
61-63	**Mace of Terror** *	Rare	1 charge, Magic action: 30-ft fear, Wis 15, repeat saves; 3 charges.
64-66	**Sun Blade** *	Rare	+2 Finesse radiant longsword; +1d8 vs Undead; sunlight blade.
67-69	**Vicious Rapier**	Rare	Every hit deals an extra 2d6 Piercing damage.
70-72	**Longsword of Life Stealing** *	Rare	Natural 20: +15 Necrotic and matching temp HP; excludes Constructs/Undead.
73-75	**Longsword of Wounding** *	Rare	Hit: +2d6 Necrotic; Con 15 or no healing, repeat saves; up to 1 hour.
76-78	**Dancing Longsword** *	Very rare	Bonus Action: hovering blade moves and attacks; returns after four attacks.
79-81	**Dwarven Thrower** *	Very rare	+3; Thrown 20/60, returns; ranged hits +1d8 Force (+2d8 vs Giants).
82-84	**Frost Brand (Longsword)** *	Very rare	Hits +1d6 Cold; Fire Resistance while held; extinguish nonmagic flames.
85-87	**Scimitar of Speed** *	Very rare	+2 to attacks/damage; one attack with it as a Bonus Action each turn.
88-90	**Longsword of Sharpness** *	Very rare	Max weapon dice vs objects; natural 20 vs creature: +14 Slashing, +1 Exhaustion.
91-93	**Longsword (+3)**	Very rare	+3 to attack and damage rolls; versatile longsword.
94-95	**Nine Lives Stealer (Longsword)** *	Very rare	+2; charged natural 20 vs target below 100 HP: Con 15 or slain; see exceptions.
96	**Defender (Longsword)** *	Legendary	+3; transfer some/all bonus to AC on first attack of your turn; hold for AC.
97	**Holy Avenger (Longsword)** *	Legendary	+3; +2d10 Radiant vs Fiends/Undead; drawn: save Advantage aura vs magic.
98	**Vorpal Longsword** *	Legendary	+3; natural 20 may sever a head; exceptions and Legendary Resistance apply.
99	**Luck Blade (Longsword)** *	Legendary	+1 attacks/damage/saves; failed D20 Test reroll 1/dawn; limited Wishes.
00	**Hammer of Thunderbolts (Maul)** *	Legendary	+1; charged thunder throw, returns; Giant features require linked magic gear.

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