

# MAGIC WEAPON GENERATOR

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Magic permeates the fantasy world and is at the core of sword and sorcery games. Magic comes in a variety of shapes and sizes, from powerful artifacts that keep cities afloat in the sky, to a magical blade that bursts into flame with a simple command word.

Adventuring is dangerous work, and it is almost a guarantee, no matter how powerful, agile or tactful an adventurer is, they will end up against something that mundane weapons just can't hurt. The power stored within magical weapons is one that adventurers spend their careers chasing.

Making treasure chests, hoards, or just items used by enemies can add much needed variety. This generator is designed to help that along.

## MAGICAL WEAPONS IN PLAY

One of the best parts of playing a roleplaying game is collecting loot. Slaying the next monster to see what's hidden in its hoard, or a chest at the end of dungeon. This generator will allow you to randomly roll a plethora of loot for your adventurers to acquire, sell or even leave behind.

Due to the nature of this random generator, it's possible that the characters will give up one item for another, constantly changing their magical weapon to fit their playstyle, thus creating even more player options and encouraging them to use weapons that are often ignored completely such as a net, dart or blowgun. For simplicity sake, every item requires attunement, though it's up to you as the GM whether you want to enforce this or not. With the large amount of loot that you can generate, it will keep the character's power in check.

## THE GENERATOR

Below you will find that we have created affixes for the weapons. Each affix has a unique feature tied to its name. This allows for the GM to be able to roll on the table to generate magical weapons on the fly as rewards or pick from the list and combine affixes to make a variety of different weapons.

Below are the steps to using the generator.

- Roll on the prefix table or choose an option. This name will be the first part of your new weapon. For example, we've rolled a 9 "Frosted".
- Next roll on the weapon table or choose an option. This is the second part of your new weapon. For example, we've rolled a 54 "Greataxe".
- Lastly, roll on the suffix table or choose an option. This is the third and last part of your new weapon. For example, we've rolled a 7 "of the Bear".
- Our new magic weapon is called "Frosted Greataxe of the Bear".



- Now we combine the different elements from our generator to get a completely new item.
- Since we decided all these items require attunement, we can start off with our first part "Anyone attuned to this magic weapon gains the following benefits:"
- Next, we add our prefix bonus with "Frosted" that says, "When you hit with an attack using this magic weapon, the target takes an extra 1d4 cold damage."
- Lastly, we add our suffix bonus for "of the Bear" with "Additionally, you gain a +1 bonus to your Constitution ability score to a maximum of 20."

Finally, our magical weapon should look like this.

### FROSTED GREATAXE OF THE BEAR

*Greataxe, uncommon*

Anyone attuned to this magic weapon gains the following benefits:

When you hit with an attack using this magic weapon, the target takes an extra 1d4 cold damage. Additionally, you gain a +1 bonus to your Constitution ability score, to a maximum of 20.

## RARITY

When calculating rarity, we've given each affixes a rating of 1-4. You add the total of these affixes and use the below chart to determine the item's rarity. As GM you can choose to roll as many times on the prefix table to make more powerful weapons or pick and choose and combine them. Reroll any duplicates.

### FEATURE RARITY VALUE

| Rarity    | Rarity Value |
|-----------|--------------|
| Common    | 0            |
| Uncommon  | 1-2          |
| Rare      | 3-4          |
| Very rare | 4-5          |
| Legendary | 6+           |

## PREFIX BONUS

| D20   | Name           | Rarity | Effect   |
|-------|----------------|--------|--|
| 1-5   | N/A            | 0      | No Effect If no suffix bonus, reroll on this table.  |
| 6-7   | Honed          | 0      | You have a +1 bonus to damage rolls made with this weapon.   |
| 8-9   | Frosted        | 1      | When you hit with an attack using this magic weapon, the target takes an extra 1d4 cold damage.  |
| 10    | Burning        | 2      | You can use a bonus action to speak this magic weapons command word, causing it to erupt in flames. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While the weapon is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.                   |
| 11-12 | Arcing         | 1      | "When you hit with an attack using this magic weapon, the target takes an extra 1d6 lightning damage and it can't take reactions until the start of its next turn. In addition, you have advantage on attack rolls if the target is wearing armor made of metal.<br>During a brewing storm, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet."                                       |
| 13-14 | Barbed         | 1      | When you roll a 1 on damage die for an attack you make with this weapon, you can reroll the die and must use the new roll, even if the new roll is a 1.  |
| 15    | Glimmering     | 1      | When you reduce a hostile creature to 0 hit points, a thin sparkling barrier coats your body, you gain 1d4 +2 temporary hit points for 1 hour.   |
| 16    | Displaced      | 2      | When an enemy hits you with a weapon attack, as a reaction you can speak this weapons command word. If you do the weapon projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, this effect ceases to function. This property can't be used again until you finish a short or long rest. |
| 17    | Wicked         | 0      | When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 1d6 damage of the weapon's type.   |
| 18    | Flame Weaver's | 1      | Your spell save DC and spell attack bonus each increase by 1 when casting spells that deal fire damage.  |
| 19    | Sorcerer's     | 1      | When you roll a 1 on damage die for a spell attack, you can reroll the die and must use the new roll, even if the new roll is a 1.   |
| 20    | Stalwart       | 3      | You gain a +2 bonus to attack and damage rolls made with this magic weapon.<br>The first time you attack with this weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn.  |

## RARITY

| D100  | Name            |
|-------|-----------------|
| 1-3   | Club            |
| 4-6   | Dagger          |
| 7-9   | Greatclub       |
| 10-12 | Handaxe         |
| 13-15 | Javelin         |
| 16-18 | Light hammer    |
| 19-21 | Mace            |
| 22-24 | Quarterstaff    |
| 25-27 | Sickle          |
| 28-30 | Spear           |
| 31-34 | Crossbow, light |
| 35-38 | Dart            |
| 39-41 | Shortbow        |
| 42-44 | Sling           |
| 45-47 | Battleaxe       |
| 48-50 | Flail           |
| 51-53 | Glaive          |
| 54-56 | Greataxe        |
| 57-59 | Greatsword      |
| 60-62 | Halberd         |
| 63    | Lance           |
| 64-66 | Longsword       |
| 67-69 | Maul            |
| 70-72 | Morningstar     |
| 73-75 | Pike            |
| 76-78 | Rapier          |
| 79-81 | Scimitar        |
| 82-84 | Shortsword      |
| 85-86 | Trident         |
| 87-89 | War pick        |
| 90-93 | Warhammer       |
| 94-95 | Whip            |
| 96    | Blowgun         |
| 97    | Crossbow, hand  |
| 98    | Crossbow, heavy |
| 99    | Longbow         |
| 100   | Net             |



## SUFFIX BONUS

| D20   | Name           | Rarity | Effect  |
|-------|----------------|--------|---|
| 1-5   | N/A            | 0      | No Effect. If no prefix bonus, reroll on this table.  |
| 6-8   | of Accuracy    | 1      | You have a +1 bonus to attack rolls made with this weapon.  |
| 9-10  | of Shining     | 0      | As an action you can speak this weapons command word, if you do, this weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. This effect ends if you sheathe the weapon or dismiss it as an action. |
| 11-12 | of Skill       | 1      | Once per long rest, you can harness this weapon's hidden potential. You can make a single weapon attack as a bonus action with disadvantage on each of your turns for 1 minute.   |
| 13    | of the Panther | 1      | You gain a +1 bonus to your Dexterity ability score to a maximum of 20.   |
| 14    | of the Prodigy | 1      | You gain a +1 bonus to your Intelligence ability score to a maximum of 20.  |

|    |                |   |   |
|----|----------------|---|---|
| 15 | of the Bear    | 1 | You gain a +1 bonus to your Constitution ability score to a maximum of 20.  |
| 16 | of Destruction | 2 | When you hit a creature with this magic weapon, your next spell attack cast within 1 minute adds your spellcasting ability modifier to its damage roll.   |
| 17 | of Rupturing   | 2 | When you hit a creature with this magic weapon, it leaves a bleeding wound. At the start of the creature's turn, it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) piercing damage. On a successful save, the effect ends. An ally can spend an action to make a successful DC 15 Wisdom (Medicine) check to end this effect. This has no effect against constructs and undead creatures. |
| 18 | of Discharge   | 1 | When you hit a creature with this weapon, half of its weapon damage is converted to lightning damage.   |
| 19 | of Rime        | 1 | When you hit a creature with this weapon, half of its weapon damage is converted to cold damage.  |
| 20 | of Spores      | 0 | You have resistance to poison damage.   |

### QUARTERSTAFF OF SPORES

*Quarterstaff, common*

Anyone attuned to this magic weapon gains the following benefits:

You have resistance to poison damage.

### HALBERD OF THE PRODIGY

*Quarterstaff, uncommon*

Anyone attuned to this magic weapon gains the following benefits:

You gain a +1 bonus to your Intelligence ability score to a maximum of 20.

### HONED DAGGER OF ACCURACY

*Dagger, uncommon*

Anyone attuned to this magic weapon gains the following benefits:

You have a +1 bonus to damage rolls made with this weapon. Additionally, have a +1 bonus to attack rolls made with this weapon.

### FLAME WEAVER'S SICKLE OF RIME

*Sickle, uncommon*

Anyone attuned to this magic weapon gains the following benefits:

Your spell save DC and spell attack bonus each increase by 1 when casting spells that deal fire damage. Additionally, when you hit a creature with this weapon, half its weapon damage is converted to cold damage.

### FRIGID BARBED LIGHT HAMMER OF THE BEAR

*Light hammer, rare*

Anyone attuned to this magic weapon gains the following benefits:

When you hit with an attack using this magic weapon, the target takes an extra 1d6 cold damage. In addition, while you hold the weapon, you have resistance to fire damage. In freezing temperatures, the blade sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you roll a 1 on damage die for an attack you make with this weapon, you can reroll the die and must use the new roll, even if the new roll is a 1.

Additionally, you gain a +1 bonus to your Constitution ability score, to a maximum of 20.

### GLIMMERING DISPLACED JAVELIN OF RUPTURING

*Javelin, Very rare*

Anyone attuned to this magic weapon gains the following benefits:

When you reduce a hostile creature to 0 hit points, a sparkling barrier coats your body, you gain 1d4 +2 temporary hit points for 1 hour.

When an enemy hits you with a weapon attack, as a reaction you can speak this weapons command word. If you do the weapon projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, this effect ceases to function. This property can't be used again until you finish a short or long rest.

Additionally, when you hit a creature with this magic weapon, it leaves a bleeding wound. At the start of the creature's turn, it must succeed on a DC 15 Constitution saving throw or take 10 (3d6) piercing damage. On a successful save, the effect ends. An ally can spend an action to make a successful DC 15 Wisdom (Medicine) check to end this effect. This has no effect against constructs and undead creatures.

