Arsenal Weapon Notes

### Finesse/Ranged Weapons

* Top-tier Weapons
  + [Vorpal Scimitar](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.du0eyrfdi2l2) 1d6**+3**   
    Cuts off head on a nat 20!  
    Sometimes may wish to use a bonus action to attack with an offhand mundane light weapon.
* Defensive Weapons
  + [Defender Rapier](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.nbmfion9bg8p) 1d8+3  
    If used for an attack, you can reduce the attack/damage bonus to instead grant up to 3 extra AC, excellent for enemies that make lots of heavy regular attacks. That said, generally you would be better off keeping it in the form of Axe of the Dwarvish Lords.
  + [Luck Blade Rapier](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.h51ruqve1ee1) 1d8**+1**  
    Good to hold onto during very dangerous enemy turns for its reroll ability.
* Target Vulnerable Damage Types
  + [Tinderstrike Dagger](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.3x4uqmc9ewpe) 1d4**+2** +2d6 **fire**  
    Grants **fire resistance**, Ignan language and dominate fire elemental.  
    Possibly the best choice when sneaking up on an enemy to attempt rogue assassination, provided they are not immune/resistant to fire damage.
  + [Windvane Spear](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.tgmw5g6ktz17) 1d6**+2** +1d6 **lightning** (versatile 1d8)  
    Grants **lightning resistance**, Auran language and dominate air elemental.
  + [Sun Blade](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.k53q27jkx5pd) 1d8**+2** **radiant** (versatile 1d10)  
    +1d8 extra damage vs **undead**. Also emits **sunlight** in 15ft radius, great against enemies with sensitivity. Requires bonus action to activate.
  + [Frost Brand Rapier](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.cxaaqwpabqaj) 1d8 +1d6 **cold**  
    Grants **fire resistance**. Extinguishes non-magical flames 30ft radius.
  + [Mind Blade Rapier](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.n92qptpv9ugh) 1d8 +2d6 **psychic**
  + [Dragontooth Dagger](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.gceib0vousd4) 1d4+1 +1d6 **acid**
* Ranged Weapons
  + [Oathbow](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.q7ljs3773d5e) 1d8 (150/600 ft.)  
    Nominate a sworn enemy (once per day.) Always get advantage, +3d6 damage and ignore cover/distance penalties. Can’t use other weapons without disadvantage until enemy dies. Good against a single difficult target, especially if they fly or are elusive.
  + [Longbow +3](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.qw112eihplcm), [Heavy Crossbow +3](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.7iwpxjpr5ikb)For attacking multiple foes at range. Heavy Crossbow if you only need to make one shot on your turn. There is a distinct lack of unique magical ranged weapons in 5e sourcebooks so these ones don’t have any special flavour.
* Situationally Useful
  + [Piercer](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.8e0wzyrlwcum) 1d6+1  
    Hitdice become most effective during a short rest if you eat double the food.
  + [Bookmark](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.ux62q3ldi27z) 1d4+3  
    Can create a **dimension door** for a 500ft teleport.
  + [Dagger of Blindsight](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.9hya4byk21v4) 1d4  
    Crap weapon but 30ft blindsight can be a life saver. If finesse is not necessary, consider using Ironfang for its 60ft tremorsense instead.
  + [Dragon Slayer Rapier](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.8ur3lj2flnwm) 1d8+1  
    Extra +3d6 vs **dragon** creatures incl. wyverns, dragon turtles etc.
  + [Rapier of Warning](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.l5v8m2vzcp85) 1d8  
    Adv. on initiative and no surprise for party within 30ft
  + [Rapier of Wounding](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.1chm4hbyt1ze) 1d8 +1d4 necrotic  
    Stops regenerating/healing enemy from recovering hitpoints inflicted by this weapon. Unless their regeneration is crazy powerful, better off just doing more damage with a different weapon.

### Regular Weapons

* Top-tier weapons
  + [Axe of the Dwarvish Lords](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.b4xzzjdabngl) 1d8+3 (versatile 1d10)  
    +1d8 when thrown (20/60 ft.) Extra d8 vs **giants**. +14 damage on a nat 20.  
    Hits hard and has lots of fun defensive and utility abilities, including **teleport** and **conjure earth elemental**. Would use it almost exclusively were it not for the fact that it lacks the finesse property. Will be the default form of Arsenal while out-of-combat.
  + [Staff of the Forgotten One](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.aeclplw63h21) 1d6+3 (versatile 1d8) +3d6 **necrotic**  
    Can't be blinded, charmed, deafened, frightened, petrified, or stunned.  
    CR2 **undead** will ignore you
  + [Staff of Thunder and Lightning](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.yfzalffidlfz) 1d6+2 bludgeoning (versatile 1d8)  
    *Lightning*. 2d6 **lightning** damage on hit.  
    *Thunder*. Audible 300 feet. Target hit DC 17 Constitution saving throw or become stunned until the end of your next turn.  
    *Lightning Strike*. 5 feet wide and 120 feet long. Each creature DC 17 Dexterity saving throw, taking 9d6 **lightning** damage on a failed save, or half as much damage on a successful one.  
    *Thunderclap*. Audible 600 feet. 60 feet radius (not including you) DC 17 Constitution saving throw. On fail, 2d6 **thunder** damage, deafened for 1 minute. On success, half damage and no deafening.  
    *Thunder and Lightning*. Lightning Strike + Thunderclap.
* Target Vulnerable Damage Types
  + [Ironfang](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.hypvyx3rpbxv) War Pick 1d8+2 +1d8 **thunder**  
    Grants **acid resistance**, Terran language and dominate earth elemental  
    60ft Tremorsense. 60ft precious metal/stone sense
  + [Drown](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.9prz2fv9knka) Trident 1d6+1 (versatile 1d8) +1d8 **cold**  
    Grants **cold resistance**, Aquan language and dominate water elemental
* Situationally Useful
  + [Korolnor Scepter](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.lw0ifjkd83l) 1d4+3  
    Can determine the distance to surface, and cast **sending** and **teleport**.
  + [Sword of the Paruns](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.t7a2nacda4ms) 1d8+1 (versatile 1d10)  
    Immediately after you take the Attack, Dash or Dodge action, you can enable one creature within 60 feet of you to use its reaction to do the same. Good for hard-hitters like Echo.
  + [Mace of Terror](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.8pu46kjhqc7k) 1d6  
    Monsters in 30ft radius from you must make DC15 Wisdom save or become frightened and run away
  + [Mace of Disruption](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.ho9ppi6eel4b) 1d6  
    +2d6 radiant vs **undead** or **fiend** creatures. If it is reduced to 25 hitpoints or fewer, must succeed a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. Generally you would be better off using the Sun Blade when fighting undead.
  + [Trident of Fish Command](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.q2wgp0k4uhg5) 1d6 (versatile 1d8)  
    Can **dominate beast** DC15 on a creature with swim speed
  + [Javelin of Lightning](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.3l2rkd8a4a5u) 1d6  
    Once per day DC13 dex save in 5 ft line up to 120ft, 4d6 **lightning** damage or half on save. A worse version of the staff of Staff of Thunder and Lightning.
  + [Sunforger](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.rhq5cbhxzbi3) 1d8 (versatile 1d10)  
    Once per short rest can create a 120ft range, 20ft radius, DC15 6d6 damage fireball. Requires using an action and then wasting an action the next turn to reform the weapon afterwards (potentially missing out on three attacks!), so usually it would not be worth it.
  + [Greater Silver Sword](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.5b7996tmca05) 2d6+3  
    Would only be available at a later level if Bo ends up multiclassing into Mystic. Even if he does, I don’t even know if there are any enemies that are more susceptible to this weapon than a vorpal blade.
  + [Vorpal Double-Bladed Scimitar](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.1w1mzwp1jxq3) 2d4+3, and then 1d4+3 using bonus attack action.  
    If no use for bonus action this turn, extra vorpal attacks means a higher chance of an insta-kill. Generally would rather use a single blade vorpal scimitar to do sneak attacks.

#### Other Attacks

* [Drow Shortblade](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.lnfv8o4gk781) 1d6 +1d6 **poison**   
  This blade can be used for a bonus action attack if Bo uses Arsenal in the form of a light weapon.
* Improvised Attack 1d4  
  Even with all these weapons at his disposal, sometimes Bo will just want to bash an enemy with the opposite end of a weapon, and if it hits use his brawler skills to grapple as a bonus action.
* Grapple/Shove no damage  
  Bo doesn’t much care about doing huge amounts of damage, and stays on the lookout for opportunities to instead help protect the party by distracting an enemy and keeping them away from the group.

#### Ideas

* Armblades  
  According to page 120 of WGE, any weapon can theoretically be modified to be an attached armblade, preventing it from being removed without 1 minute of effort. The joy of Arsenal comes from frequently switching forms so this is unlikely to be useful, but there could conceivably be a circumstance that calls for it.
* Gurt’s Greataxe  
  If a monster somehow gets a hold of Arsenal, turning it into a giant axe weighing 325 pounds (SKT, page 234) would stop most from easily carrying it away. Alternatively, I could potentially ask it to turn it into something difficult to hold/swallow like a morning star with no shaft?

### Sneak Attacking Rules

Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you use a finesse or a ranged weapon and one or more of the following are true:

* You have advantage on the attack roll.
* Another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

This can be used both on your turn AND on an enemies turn as part of an opportunity attack, however your reaction is generally best saved for using **Uncanny Dodge** to halve incoming damage.

**Reckless Attack** can be used to give yourself advantage, but it also gives enemies advantage against you until the start of your next turn.

### Assassinate Rules

* You have **advantage** on attack rolls against any creature that ***hasn't taken a turn*** in the combat yet.
* You automatically turn hits into **critical hits** against a creature that is ***surprised***.
  + The first attack that hits activates the **Bugbear Surprise** for an extra 4d6 damage (would be 2d6 but is doubled due to auto-crit.)

### Bonus Action Options

* **Start Rage**. +2 to damage. Adv on Strength checks like grapple. Resist all damage except psychic. Requires you to attack or be hurt every turn to keep it active.
* **Grapple** *if* you make an Improvised Attack. (Tavern Brawler feat)
* **Offhand Attack** with Drow Shortblade 1d6 +1d6 poison. Useful if there is nothing around to grapple. Alternatively use your left hand to hold a shield for extra AC.
* **Cunning Action** to Disengage, Dash, or Hide.

### Arsenal Description

Arsenal is a sentient weapon of Dave’s own devising, that can turn into basically any other weapon! The only restriction he mentioned was no taking the form of other sentient weapons, although he hinted even that is seemingly malleable if you can get Arsenal to spend some time with an original sentient weapon and attune to it.

I’ve also self-imposed these limitations that seem logical to me: no rods or wands. No using abilities that require non-rechargeable charges. Abilities that apply “while attuned” only count when Arsenal is in that specific form. No using weapons that come with a curse that involves not being allowed to part with them, as I assume that means I would not want Arsenal to switch forms. More limitations may be required after play testing, I don’t want Arsenal to be too spotlight grabbing or game breaking. For fun, the curse from the Dwarven axe can apply all the time instead of just when Arsenal is in that form.

Dave mentioned Arsenal hungers for battle and will get upset if they don’t get it frequently enough. So Arsenal enjoys what they do and who they are, I like to imagine they also enjoy taking a wide multitude of different forms even if the optimal strategy would be to only switch between a small number of top-tier weapons, so I created this list of interesting weapons from D&D 5e sourcebooks, converted it into a spreadsheet, and then wrote an app to assist tracking the state of the battle that produces Roll20 macros implementing all of Arsenal’s possible attacks and effects.

# Vorpal Blades

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

**Source:** *DMG*, page 209

## Scimitar Form

*Martial Weapon, Melee Weapon, Major, Legendary (Requires Attunement)* 3 lbs.

1d6 slashing - finesse, light

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

## Double-Bladed Scimitar Form

*Martial Weapon, Melee Weapon, Major, Legendary (Requires Attunement)* 6 lbs.

2d4 slashing - special, two-handed

***Special.*** When you take the attack action and make a two-handed attack with a double-bladed scimitar, you can use a bonus action to make a melee attack with the blade at the opposite end of the weapon. This attack uses the same ability modifier as the primary attack. The weapon's damage die for this attack is a d4, and it deals slashing damage.

***Two-Handed.*** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

# Defender Rapier

*Martial Weapon, Melee Weapon, Major, Legendary (Requires Attunement)* 2 lbs.

1d8 piercing - finesse

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 164

# Luck Tuck

*Martial Weapon, Melee Weapon, Major, Legendary (Requires Attunement)* 2 lbs.

1d8 piercing - finesse

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws.

***Luck.*** If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

***Wish.*** [Can be used to cast Wish, but this feels too cheesy so I will not use it.]

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 179

# Tinderstrike

*Simple Weapon (dagger), Melee Weapon, Legendary (Requires Attunement)* 1 lb.

1d4 piercing - finesse, light, thrown (20/60 ft.)

A flint dagger, *Tinderstrike* is uncommonly sharp, and sparks cascade off its edge whenever it strikes something solid.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with it, the target takes an extra 2d6 fire damage.

***Fire Mastery.*** You gain the following benefits while you hold *Tinderstrike*:

* You can speak Ignan fluently.
* You have resistance to fire damage.
* You can cast dominate monster (save DC 17) on a fire elemental. Once you have done so, *Tinderstrike* can't be used this way again until the next dawn.

***Flaw.*** *Tinderstrike* makes its wielder impatient and rash. While attuned to the weapon, you gain the following flaw: "I act without thinking and take risks without weighing the consequences."

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Source:** *PotA*, page 224

# Windvane

*Simple Weapon (spear), Melee Weapon, Legendary (Requires Attunement)* 3 lbs.

1d6 piercing - finesse, thrown (20/60 ft.), versatile (1d8)

A silver spear, *Windvane* has dark sapphires on the filigreed surface of its polished head. Held by its shining haft, the weapon feels insubstantial, as if clutching a cool, gently flowing breeze.

You have a +2 bonus to attack and damage rolls made with this magic weapon, which has the finesse weapon property. When you hit with it, the target takes an extra 1d6 lightning damage.

***Air Mastery.*** You gain the following benefits while you hold *Windvane*:

* You can speak Auran fluently.
* You have resistance to lightning damage.
* You can cast dominate monster (save DC 17) on an air elemental. Once you have done so, *Windvane* can't be used this way again until the next dawn.

***Flaw.*** *Windvane* makes its wielder mercurial and unreliable. While attuned to the weapon, you gain the following flaw: "I break my vows and plans. Duty and honor mean nothing to me."

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *PotA*, page 224

# Sun Blade

*Martial Weapon (longsword), Melee Weapon, Major, Rare (Requires Attunement)* 3 lbs.

1d8 radiant - finesse, versatile (1d10)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the *sun blade*.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *DMG*, page 205

# Frost Brand Rapier

*Martial Weapon, Melee Weapon, Major, Very Rare (Requires Attunement)* 2 lbs.

1d8 piercing - finesse

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

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

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 171

# Mind Blade Rapier

*Martial Weapon, Melee Weapon, Rare (Requires Attunement by a specific individual)* 2 lbs.

1d8 piercing - finesse

Mind flayers can turn any nonmagical sword into a mind blade. Only one creature can attune to it: either a specific mind flayer or one of its thralls. In the hands of any other creature, the mind blade functions as a normal sword of its kind. In the hands of its intended wielder, the mind blade is a magic weapon that deals an extra 2d6 psychic damage to any target it hits.   
[Not sure if Arsenal could replicate this effect, would have to test.]

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *VGM*, page 81

# Dragontooth Dagger

*Simple Weapon (dagger), Melee Weapon, Rare* 1 lb.

1d4 piercing - finesse, light, thrown (20/60 ft.)

A dagger fashioned from the tooth of a dragon. While the blade is obviously a fang or predator's tooth, the handle is leather wrapped around the root of the tooth, and there is no crossguard.

You gain a +1 bonus to attack and damage rolls made with this weapon. On a hit with this weapon, the target takes an extra 1d6 acid damage.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Source:** *RoT*, page 94

# Oathbow

*Martial Weapon (longbow), Ranged Weapon, Major, Very Rare (Requires Attunement)* 2 lbs.

1d8 piercing - ammunition (150/600 ft.), heavy, two-handed

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

***Range.*** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

***Ammunition.*** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. Loading a one-handed weapon requires a free hand. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

***Heavy.*** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***Two-Handed.*** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

**Source:** *DMG*, page 183

# Longbow +3

*Martial Weapon, Ranged Weapon, Major, Very Rare* 2 lbs.

1d8 piercing - ammunition (150/600 ft.), heavy, two-handed

You have a +3 bonus to attack and damage rolls made with this weapon.

***Range.*** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

***Ammunition.*** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. Loading a one-handed weapon requires a free hand. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

***Heavy.*** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***Two-Handed.*** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

**Source:** *DMG*, page 213

# Heavy Crossbow +3

*Martial Weapon, Ranged Weapon, Major, Very Rare* 18 lbs.

1d10 piercing - ammunition (100/400 ft.), heavy, loading, two-handed

You have a +3 bonus to attack and damage rolls made with this weapon.

***Range.*** A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

***Ammunition.*** You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. Loading a one-handed weapon requires a free hand. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used in this way.

***Heavy.*** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***Loading.*** Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

***Two-Handed.*** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

**Source:** *DMG*, page 213

# Piercer

*Martial Weapon (shortsword), Melee Weapon, Rare (Requires Attunement)* 2 lbs.

1d6 piercing - finesse, light

You have a +1 bonus to attack and damage rolls made with this magic weapon.

A character attuned to the sword regains the maximum possible number of hit points from expended Hit Dice. However, the attuned character must eat twice as much food each day (a minimum of 2 pounds) to avoid exhaustion (see "The Environment" in chapter 8 of the Player's Handbook.)

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Source:** *AI*, page 121

# Bookmark

*Simple Weapon (dagger), Melee Weapon, Legendary (Requires Attunement)* 1 lb.

1d4 piercing - finesse, light, thrown (20/60 ft.)

This +3 dagger belonged to Artus Cimber. While you have the dagger drawn, you can use a bonus action to activate one of the following properties:

* Cause a blue gem set into the dagger's pommel to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or make the gem go dark.
* Turn the dagger into a compass that, while resting on your palm, points north.
* Cast dimension door from the dagger. Once this property is used, it can't be used again until the next dawn.
* Cast compulsion (save DC 15) from the dagger. The range of the spell increases to 90 feet but it targets only spiders that are beasts. Once this property is used, it can't be used again until the next dawn.

## Dimension Door

*Conjuration*

Casting Time: 1 action

Range: 500 feet

Components: V

Duration: Instantaneous

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet."

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

## Spider Compulsion

*Enchantment*

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Source:** *ToA*, page 206

# Dagger of Blindsight

*Simple Weapon (dagger), Melee Weapon, Rare (Requires Attunement)* 1 lb.

1d4 piercing - finesse, light, thrown (20/60 ft.)

This rare magic item requires attunement. A creature attuned to it gains blindsight out to a range of 30 feet. The dagger has a saw-toothed edge and a black pearl nested in its pommel.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Source:** *WDMM*, page 86

# Dragon Slayer Rapier

*Martial Weapon, Melee Weapon, Major, Rare* 2 lbs.

1d8 piercing - finesse

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 166

# Rapier of Warning

*Martial Weapon, Melee Weapon, Major, Uncommon (Requires Attunement)* 2 lbs.

1d8 piercing - finesse

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 213

# Rapier of Wounding

*Martial Weapon, Melee Weapon, Major, Rare (Requires Attunement)* 2 lbs.

1d8 piercing - finesse

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

**Source:** *DMG*, page 207

# Axe of the Dwarvish Lords

*Martial Weapon (battleaxe), Melee Weapon, Artifact (Requires Attunement)* 4 lbs.

1d8 slashing - thrown (20/60 ft.), versatile (1d10)

***Magic Thrown Weapon.*** The *Axe of the Dwarvish Lords* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. It has the thrown property with a normal range of 20 feet and a long range of 60 feet.

When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

***Sharpened Edge.*** When you attack an object with this magic battleaxe and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

***Light Emission.*** Speak the battleaxe's command to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the weapon puts out the light.

***Item of Dwarvenkind.*** While you have this weapon, you gain the following benefits:

* Your Constitution score increases by 2, to a maximum of 20.
* You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

In addition, while attuned to it, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while you have this weapon:

* You have advantage on saving throws against poison, and you have resistance against poison damage.
* You have darkvision out to a range of 60 feet.
* You can speak, read, and write Dwarvish.

***Curse.*** The axe bears a curse that affects any non-dwarf that becomes attuned to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more dwarflike. After seven days, the creature looks like a typical dwarf, but the creature neither loses its racial traits nor gains the racial traits of a dwarf. The physical changes wrought by the axe aren't considered magical in nature (and therefore can't be dispelled), but they can be undone by any effect that removes a curse, such as a greater restoration or remove curse spell.

***Destroying the Axe.*** The only way to destroy the axe is to melt it down in the *Earthheart Forge*, where it was created. It must remain in the burning forge for fifty years before it finally succumbs to the fire and is consumed.

***Random Properties.*** The axe has the following randomly determined properties, based on these d100 dice rolls: **10, 94, 60, 52, 8**

* While attuned to the artifact, you gain proficiency in one skill of the DM's choice. (**Stonemasonry**)
* While attuned to the artifact, you gain a +1 bonus to Armor Class
* While attuned to the artifact, you can use an action to cast one 4th-level spell (chosen by the DM) from it. After you cast the spell, roll a d6. On a roll of 1-5, you can't cast it again until the next dawn. (**Fabricate**)
* While attuned to the artifact, you are deafened when you are more than 10 feet away from it.
* The first time you touch a gem or piece of jewelry while attuned to this artifact, the value of the gem or jewelry is reduced by half.

## Fabricate

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool.

Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials.

Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

## Conjure Earth Elemental

If you are holding the axe, you can use your action to cast the conjure elemental spell from it, summoning an earth elemental. You can't use this property again until the next dawn.

*5th-level conjuration*

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, up to 1 hour

You call forth an elemental servant. Choose an area of earth that fills a 10-foot cube within range. An earth elemental appears in an unoccupied space within 10 feet of it, rising up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

### Earth Elemental

*Large elemental, neutral*

Armor Class 17 (natural armor)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft., burrow 30 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 20 (+5) | 8 (-1) | 20 (+5) | 5 (-3) | 10 (+0) | 5 (-3) |

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 5 (1,800 XP)

***Earth Glide.*** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

***Siege Monster.*** The elemental deals double damage to objects and structures.

Actions

***Multiattack.*** The elemental makes two slam attacks.

***Slam.*** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

## Travel the Depths

You can use an action to touch the axe to a fixed piece of dwarven stonework and cast the teleport spell from the axe. If your intended destination is underground, there is no chance of a mishap or arriving somewhere unexpected. You can't use this property again until 3 days have passed.

### Teleport

*7th-level conjuration*

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Familiarity** | **Mishap** | **Similar Area** | **Off Target** | **On Target** |
| Permanent circle | — | — | — | 01–100 |
| Associated object | — | — | — | 01–100 |
| Very familiar | 01–05 | 06–13 | 14–24 | 25–100 |
| Seen casually | 01–33 | 34–43 | 44–53 | 54–100 |
| Viewed once | 01–43 | 44–53 | 54–73 | 74–100 |
| Description | 01–43 | 44–53 | 54–73 | 74–100 |
| False destination | 01–50 | 51–100 | — | — |

***Familiarity.*** "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

***On Target.*** You and your group (or the target object) appear where you want to.

***Off Target.*** You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is 1d10 × 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling ad8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

***Similar Area.*** You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

***Mishap.*** The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

**Source:** *DMG*, page 221

# Staff of the Forgotten One

*Staff, Simple Weapon (quarterstaff), Melee Weapon, Artifact (Requires Attunement)* 4 lbs.

1d6 bludgeoning - versatile (1d8)

This crooked staff is carved from bone and topped with the skull of a forgotten archmage whom Acererak destroyed long ago. Etched into the skull's forehead is Acererak's rune, which is known on many worlds as a sign of death.

***Beneficial Properties.*** While the staff is on your person, you gain the following benefits:

* Your proficiency bonus to Intelligence (Arcana) and Intelligence (History) checks is doubled.
* You can't be blinded, charmed, deafened, frightened, petrified, or stunned.
* Undead with a challenge rating of 2 or lower will neither threaten nor attack you unless you harm them.
* You can wield the staff as a +3 quarterstaff that deals an extra 10 (3d6) necrotic damage on a hit.

***Invoke Curse/The Forgotten One.*** Too dangerous, would never use this ability.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *ToA*, page 208

# Staff of Thunder and Lightning

*Staff, Simple Weapon (quarterstaff), Melee Weapon, Major, Very Rare (Requires Attunement)* 4 lbs.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

***Lightning.*** When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

***Thunder.*** When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

***Lightning Strike.*** You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

***Thunderclap.*** You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

***Thunder and Lightning.*** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.  
**Source:** *DMG*, page 204

# Ironfang

*Martial Weapon (war pick), Melee Weapon, Legendary (Requires Attunement)* 2 lbs.

1d8 piercing -

A war pick forged from a single piece of iron, *Ironfang* has a fang-like head inscribed with ancient runes. The pick is heavy in the hand, but when the wielder swings the pick in anger, the weapon seems almost weightless. This weapon is immune to any form of rust, acid, or corrosion—nothing seems to mark it.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with it, the target takes an extra 1d8 thunder damage.

***Earth Mastery.*** You gain the following benefits while you hold *Ironfang*:

* You can speak Terran fluently.
* You have resistance to acid damage.
* You have tremorsense out to a range of 60 feet.
* You can sense the presence of precious metals and stones within 60 feet of you, but not their exact location.
* You can cast dominate monster (save DC 17) on an earth elemental. Once you have done so, *Ironfang* can't be used this way again until the next dawn.

***Shatter.*** *Ironfang* has 3 charges. You can use your action to expend 1 charge and cast the 2nd-level version of shatter (DC 17). *Ironfang* regains 1d3 expended charges daily at dawn.

***Flaw.*** *Ironfang* heightens its wielder's destructive nature. While attuned to the weapon, you gain the following flaw: "I like to break things and cause ruin."

**Source:** *PotA*, page 224

## Dominate Elemental Monster

*8th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**Source:** *PHB*, page 235

# Drown

*Martial Weapon (trident), Melee Weapon, Legendary (Requires Attunement)* 4 lbs.

1d6 piercing - thrown (20/60 ft.), versatile (1d8)

A steel trident decorated with bronze barnacles along the upper part of its haft, *Drown* has a sea-green jewel just below the tines and a silver shell at the end of its haft. It floats on the surface if dropped onto water, and it floats in place if it is released underwater. The trident is always cool to the touch, and it is immune to any damage due to exposure to water.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with it, the targets take an extra 1d8 cold damage.

***Water Mastery.*** You gain the following benefits while you hold *Drown*:

* You can speak Aquan fluently.
* You have resistance to cold damage.
* You can cast dominate monster (save DC 17) on a water elemental. Once you have done so, *Drown* can't be used this way again until the next dawn.

***Flaw.*** *Drown* makes its wielder covetous. While attuned to the weapon, you gain the following flaw: "I demand and deserve the largest share of the spoils, and I refuse to part with anything that's mine." In addition, if you are attuned to *Drown* for 24 consecutive hours, barnacles form on your skin. The barnacles can be removed with a greater restoration spell or similar magic, but not while you are attuned to the weapon.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *PotA*, page 224

# Korolnor Scepter

*Simple Weapon (club), Melee Weapon, Legendary (Requires Attunement)* 2 lbs.

1d4 bludgeoning - light

The *Korolnor Scepter* is one of ten Ruling Scepters of Shanatar, forged by the dwarven gods and given to the ruling houses of the ancient dwarven empire. The *Korolnor Scepter*'s location was unknown for the longest time until a storm giant queen, Neri, found it in a barnacle-covered shipwreck at the bottom of the Trackless Sea. The Ruling Scepters are all roughly the same size and shape, but their materials and properties vary.

The *Korolnor Scepter* is a tapered mithral rod as thick and long as a dwarf's forearm, with a small platinum knob at the bottom and a rounded disk adorned with a ring of seven tiny blue gems at the top.

You gain a +3 bonus to attack and damage rolls made with this scepter, which can be wielded as a magic club.

The scepter has 10 charges, and it regains 1d6+4 expanded charges at dawn. Its properties are as follows.

If you are underground or underwater, you can use an action to expend 1 charge to determine the distance to the surface.

As an action: you can expend 2 charges to cast the sending spell from the scepter.

As an action: you can expend 3 charges to cast the [teleport spell](https://docs.google.com/document/d/18c5vmZ7usGORrVS3i88AXlfV1MIo0DIsa0GOvBxjC00/edit#heading=h.b67cspcgpyxl) from the scepter. If the destination is within 60 feet of the Wyrmskull Throne, there is no chance of a teleport error or mishap occurring.

## Sending

*Evocation*

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: 1 round

You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Source:** *SKT*, page 234

# Sword of the Paruns

*Martial Weapon (longsword), Melee Weapon, Very Rare (Requires Attunement)* 3 lbs.

1d8 slashing - versatile (1d10)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, once on each of your turns, you can use one of the following properties if you're holding the sword:

* Immediately after you use the Attack action to attack with the sword, you can enable one creature within 60 feet of you to use its reaction to make one weapon attack.
* Immediately after you take the Dash action, you can enable one creature within 60 feet of you to use its reaction to move up to its speed.
* Immediately after you take the Dodge action, you can enable one creature within 60 feet of you to use its reaction to gain the benefits of the Dodge action.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *GGR*, page 181

# Mace of Terror

*Simple Weapon (mace), Melee Weapon, Major, Rare (Requires Attunement)* 4 lbs.

1d6 bludgeoning -

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The mace regains 1d3 expended charges daily at dawn.

**Source:** *DMG*, page 180

# Mace of Disruption

*Simple Weapon (mace), Melee Weapon, Major, Rare (Requires Attunement)* 4 lbs.

1d6 bludgeoning -

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

**Source:** *DMG*, page 179

# Trident of Fish Command

*Martial Weapon (trident), Melee Weapon, Major, Uncommon (Requires Attunement)* 4 lbs.

1d6 piercing - thrown (20/60 ft.), versatile (1d8)

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast dominate beast (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

## Dominate Beast

*Enchantment*

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**Source:** *PHB*, page 234

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *DMG*, page 209

# Javelin of Lightning

*Simple Weapon (javelin), Melee Weapon, Major, Uncommon* 2 lbs.

1d6 piercing - thrown (30/120 ft.)

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

**Source:** *DMG*, page 178

# Sunforger

*Martial Weapon (warhammer), Melee Weapon, Rare (Requires Attunement)* 2 lbs.

1d8 bludgeoning - thrown (20/60 ft.), versatile (1d10)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can hurl the weapon up to 120 feet to a point you can see. When it reaches that point, the weapon vanishes in an explosion, and each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. You can use another action to cause the weapon to reappear in your empty hand. You can't cause it to explode again until you finish a short or long rest.

If you don't call the weapon back to your hand, it reappears at the point where it exploded when you are no longer attuned to it or when 24 hours have passed.

***Thrown.*** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

***Versatile.*** This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

**Source:** *GGR*, page 181

# Greater Silver Sword

*Martial Weapon (greatsword), Melee Weapon, Legendary (Requires Attunement by a Creature that has psionic ability.)* [I would like to multiclass Bo into the Mystic class at level 12. If DM Dave approves that would make this weapon available] 6 lbs.

2d6 slashing - heavy, two-handed  
This magic weapon grants a +3 bonus to attack and damage rolls made with it. While you hold the sword, you have advantage on Intelligence, Wisdom, and Charisma saving throws, you are immune to being charmed, and you have resistance to psychic damage. In addition, if you score a critical hit with it against a creature's astral body, you can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

***Heavy.*** Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

***Two-Handed.*** This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

**Source:** *MTF*, page 89

# Drow Shortblade

*Martial Weapon, Melee Weapon*, 2 lbs.

1d6 piercing - finesse, light

***Poison Channel.*** This blade has been designed with a carved inlay meant to store and deliver 1d6 poison damage on each attack. If used regularly it will need to be topped up with fresh poison every few days.

***Finesse.*** When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

***Light.*** A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Source:** *PHB*, page 149, modified by *DM Dave*