

***Wondrous Weapons***

My collection of magical weapons pulled from some official and mostly homebrew sources, I used the prices in this [***PDF***](https://drive.google.com/file/d/1CsZJCuFCuFoJTyu-7-hY8-fL6nFMjazf/view?usp=sharing) to adjust for my own games. I tend to throw fair amounts of loot around and offer good discounts, so these prices are also fair as far as I see it. Use as you like!

#### ***A - Z***

##### +1 *Simple weapon* = *1,200 GP* + base weapon cost

##### +1 *Martial weapon* = *1,500 GP* + base weapon cost Forge's pride themselves on providing the finest crafted weapons created to enchant and be used in combat or flaunt the owner's wealth. Each weapon is masterfully crafted with fine details and keen edges.

##### Beacon Bow - *(+2 Longbow 10,000 GP, requires attunement)* This golden bow strung with a bright white string, fires arrows of pure radiant energy instead of common ammunition. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals 1d8 radiant damage instead of piercing damage and additional 1d8 radiant damage against undead. On a critical hit, the bow deals an additional 1d8 radiant damage and the arrow bursts into a flash, blinding the target until the start of your next turn. Additionally, the arrows are imbued with the Light spell and when an arrow hits an object or creature, the Light spell transfers to the impact point. Creature may resist the spell with DC 8 Charisma saving throw.

##### Bladebow - *(+1 Shortsword/+1 Shortbow, 4,500 GP)* This +1 shortsword changes into a +1 shortbow (or vice versa) when activated. You can interchange bow and sword attacks as part of the same attack action and/or once as part of your move action. In sword form, the weapon features a curved grip and a pommel that resembles the grip of a bow. In bow form, it is made of metal and resembles a smooth sword blade that fires infinite gleaming solid steel arrows. In either form, a Bladebow has the same enhancement bonus.

##### Blade of Light - *(+2 Longsword 12,000 GP, requires attunement)* This appears to be just an ornate blade hilt, but while grasping the hilt you can use a bonus action to cause a blade of pure radiance to spring into existence or disappear. While the blade exists, this magic sword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the blade of light. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals 1d8 radiant damage instead of slashing damage and additional 1d8 radiant damage against undead. On a critical hit, it deals an additional 1d8 radiant damage and bursts with light and sound Stunning the creature until the start of your next turn. 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.

##### Blazing Skylance - *(+1 Lance 3,500 GP)* Red and orange flames lick the length of this silver lance. The haft is wrapped in strips of red scaled leather. Three times per day, you can command this +1 lance to fire a 15-foot cone of searing flames from its tip, dealing 5d4 points of fire damage to targets within the cone's area (Dexterity DC 13 half).

##### Boomhammer - *(+1 Maul 5,200 GP)* A large, bound wooden shaft carries a heavy adamantine hammerhead that hums sweetly when tapped. You gain a +1 bonus to attack and damage rolls made with this maul. On a critical hit, the hammer emits a deep, echoing ring on the target, vibrating them to their very core. The sound carries over 90 feet and grants advantage on all attacks against the target until the start of your next turn.

##### BowStaff - *(+1 Quarterstaff/+1 Longbow 4,800 GP)* This thin, flexible quarterstaff has an excellent hand grip in the center and slightly tapered tips. When activated, you can change this +1 quarterstaff into a +1 longbow or back again as part of the same attack action and/or once as part of your move action. In staff form, the gleaming wooden weapon features a bow-like grip that resembles the curving handle of a bow. In bow form, the bow's texture resembles a smooth sturdy staff and fires infinite wooden arrows. In either form, a bowstaff has the same enhancement bonus.

##### Brimstone Greatsword - *(+1 Ignium Greatsword (2d6 Fire) 2,200 GP)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. Ignium is solid stone-like found near the bottom of the hottest volcanoes, where the forces of the elemental plane of fire sometimes leak out. This material can be carefully fashioned into weapons with a turbulent fiery force cracking outward from just beneath the surface. Weapons made of Ignium deal fire damage rather than their regular damage type.

##### Dancing Sword - *(+1 Feathersword 4,000 GP, requires attunement)* You can use a Bonus Action to toss this magic sword into the air and speak the Command Word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your Attack roll and ability score modifier to Damage Rolls. While the sword hovers, you can use a Bonus Action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same Bonus Action, you can cause the sword to Attack one creature within 5 feet of it. After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

##### Dagger of Venom - *(+1 Dagger 2,000 GP)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

##### Diligent Edge - *(+1 Shortsword 2,000 GP)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. While equipped and not incapacitated, the sword vibrates to warn you when danger is nearby granting a +2 bonus to initiative.

##### Fencer's Epee - *(+1 Rapier 4,500 GP, requires attunement)* An elegant rapier embossed with delicate filigree that forces the wielder to mount a perfect one-handed sword dueling stance when it is drawn. While attuned and held without anything in your off-hand, you gain a +1 insight bonus to AC and saving throws. In addition, you can use your reaction to reduce

##### Fisticuffs - *(1,800 GP)* A platinum ring adorned with an adamantine fist emblem. Crafted as a request for a merchant who didn't like blades but wanted to keep himself armed to a degree. You gain a +1 bonus to attack and damage made with unarmed attacks while you wear it.

##### Flame Tongue - *(+1 Longsword or +1 Rapier 3,500 GP, requires attunement)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 1d6 fire damage to any target it hits. In addition, while you hold the sword, you have resistance to cold damage. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

##### Frost Brand - *(+1 Longsword 3,500 GP or +1 Shortsword 3,400 GP, requires attunement)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. 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 20-foot radius and dim light for an additional 20 feet. When you draw this weapon, you can extinguish all non-magical flames within 30 feet of you. This property can be used no more than once per hour.

##### Giant Slayer - *(+1 Greataxe 5,200 GP or +1 Handaxe 4,000 GP)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

##### Herculean Bow - *(Longbow 800 GP, +1 Longbow 2,300 GP)* (1d8 Piercing, Ammunition (Range 200/800), Heavy, Two-handed, 6 lbs.) This ashen bow requires a Strength of 15 or greater to wield. You use your strength modifier to hit and for damage. The long range of the weapon is increased but always shoots at disadvantage beyond normal range (cannot benefit from feats or abilities changing normal and long range).

##### Herculean Crossbow - *(Heavy Crossbow 800 GP, +1 Heavy Crossbow 2,300 GP)* (1d10 Piercing, Ammunition, Heavy, Loading, Two-handed, Range 150/600, 20 lbs.) This ashen crossbow requires a Strength of 15 or greater to wield. You use your strength modifier to hit and for damage. The long range of the weapon is increased but always shoots at disadvantage beyond normal range (cannot benefit from feats or abilities changing normal and long range).

##### Ladies Hairpin - *(+1 Dagger, 2,200 GP)* This covert dagger is designed to allow its wearer to conceal a weapon along with them into almost any situation, even a ball at the royal court. You gain a +1 bonus to attack and damage made with this magic weapon. It can only be worn effectively with long hair, which must be swept up to conceal the long, sheathed pin of the hairpin dagger. The hilt of the dagger is disguised as an ornate crest, and features several teeth to hold it in place in thick hair.

##### Lifestealing Shear - *(+1 Sickle 2,900 GP, requires attunement)* When you attack a creature with this magic weapon, on a critical hit, the creature takes an extra 3d6 necrotic damage, provided that it isn’t a construct or an undead. You gain temporary Hit Points equal to the extra damage dealt.

##### Mace of Smiting - *(+1 Mace 6,200 GP, +1 Maul 7,200 GP)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct. On a critical hit, the target takes an extra 7 bludgeoning damage, or an extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

##### Magus Sliver - *(+1 Longsword 17,500 GP, requires attunement by arcane caster)* An extreme amount of effort and enchanting can produce a deadly sword blade made of pure erudite crystal with an ultra-rare Transcendental Bronze hilt. Any arcane caster would kill to acquire its powerful arcane properties. You are automatically proficient with this weapon. You gain a +1 bonus to attack and damage rolls and as a bonus action the blade can shed a bright multi-colored arcane light in a 20-foot radius and dim light for an additional 20 feet. Speaking the command word again or sheathing the sword puts out the light. While drawn, the sword can be used as an arcane focus that increases your Spell Attack bonus and Spell Save DC by +1, and spell attacks ignore half cover. Additionally, The sword has 7 charges that renew 1d4+1 charges at dawn. While wielded the sword can cast the following spells using your spellcasting modifiers: 1 charge; Detect Magic, Magic Missile. 3 charges; Dispel Magic.

##### Mass-a-mune - *(+1 Claymore/+1 Glaive 4,600 GP)* A large ornate claymore is etched with runes written in Giant, and the blade feels heavy but well balanced. On command, you can use a bonus action to change the sword between the claymore (1d12) or a glaive (1d10, Reach).

##### Moon-touched Blade - *(Dagger 400 GP or Shortsword 600 GP)* The blade of this weapon has a celestial inscription that glows on command. As a bonus action, you can activate the blade to shed silvery bright light in a 15-foot radius and dim light for an additional 15 feet, or to extinguish the light.

##### Noble's Scepter - *(+1 Mace, 3,400 GP)* A gleaming golden scepter adorned with a large ruby encrusted head that is made from gleaming Aururum. Scratches and scrapes to the surface of metal are slowly restored over a short period of time, keeping the beauty and splendor of the piece at its best. You gain a +1 bonus to attack and damage made with this magic weapon. The mace has 3 charges and regains 1d4-1 charge per day, using a charge cast *Command* (DC 14).

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##### Piercebow - *(+1 Rapier/+1 Longbow 5,200 GP)* This +1 Rapier changes into a +1 Longbow (or vice versa) when activated. You can interchange bow and sword attacks as part of the same attack action and/or once as part of your move action. In sword form, the weapon features a grip that resembles the curving tip of a bow. In bow form, the weapon is made of metal, and resembles a smooth sword blade that fires infinite gleaming solid steel arrows. In either form, a Piercebow has the same enhancement bonus.

##### Polearm of the Seven Saints - *(+1 Halberd, 5,000 GP)* Engraved with numerous runes resembling one of the seven guardsmen that passed away in an ancient story, this item is highly prized by guards and servicemen. You gain a +1 bonus to attack and damage made with this magic weapon. Additionally, this weapon has seven charges. Whenever you take damage, you may use your reaction to gain temporary hit points equal to the number of charges remaining, then expend one charge. You cannot stack temporary hit points by further charges, but they remain in effect until depleted or when you finish a long rest. The weapon regains all the charges whenever you finish a long rest.

##### Primeval Cetus - *(Cetus (Acid/Cold/Fire/Lightning/or Thunder, 3,100 GP))* This set of hardened leather straps adjusts to perfectly fit the wearer's hands and forearms. While wearing these gloves, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage. If you speak their command word, they become coated with elemental energy. While these gloves are coated they deal an extra 1d6 damage of the corresponding type. The coating lasts until you use your bonus action to speak the command word again or you lose consciousness.

##### Repelling Prong - *(+1 Spear 3,800 GP, requires attunement)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. While held in hand, once per short rest you can use your reaction to cast Shield. Additionally twice per long rest, on a melee attack you can cast Dispel Magic (DC 12) on the target.

##### Returning Edge - *(+1 Dagger 2,200 GP/1 Handaxe 2,400 GP /+1 Javelin 2,500 GP, requires attunement)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon returns to your hand immediately after it is used to make a ranged attack.

##### Sending Spear - *(+1 Javelin, 5,800 GP, requires attunement)* Despite its origins as a tricky halfling's go-to escape plan, this javelin is quite useful in combat. You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, once per short rest, immediately after throwing the javelin you can use a bonus action to teleport directly to the javelin’s location.

##### Severing Scythe - *(+2 Scythe 12,000 GP, requires attunement)* When you attack an object with this magic scythe 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 4d6 slashing damage. Then roll another d20. If you roll a 20, you lop off their head instantly killing them or a limb, determined by the GM. If the creature has no limbs to sever, you lop off a portion of its body instead. In addition, you can speak the scythe’s command word to cause the blade to shed dim reddish light in a 20-foot radius. Speaking the command word again, or sheathing the scythe puts out the light.

##### Shiftsword - *(+1 Shortsword 4,800 GP, requires attunement)* This silver shortsword has a shine similar to liquid mercury and feels very light in the hand. You gain a +1 bonus to attack and damage rolls made with this magic weapon. As a bonus action, the weapon reshapes into any one handed weapon with the light property or thrown weapon with the returning magical effect that the wielder is proficient in.

##### Sorcerous Sabre - *(+1 Shortsword 19,000 GP, requires attunement by a sorcerer)* An incredible amount of effort and enchantment can produce a weapon like this single edged blade crafted from adamantium and mithril with ancient arcane runes engraved along its spine. Sorcerers are automatically proficient with this weapon. You gain a +1 bonus to attack and damage rolls and on command, as a bonus action the blade shines sunlight in a 20 foot radius and dim light in a 20 foot radius. Speaking the command word again or sheathing the sword puts out the light. On hit, the sabre deals an extra 1d6 force damage and while held the blade grants the following benefits: +1 bonus to your AC and saving throws, increase your Spell Attack bonus and Spell Save DC by +1 and when making a spell attack you ignore half cover. Additionally, when you use a Sorcery point roll a d4, on a 4 it does not count towards your point total becoming free.

##### Stagnant Stick - *(+1 Maul 6,200 GP)* A carved ironwood branch emits a chill aura that numbs the movements of victim's whenever you strike with enough force. On a critical hit, the target must succeed a DC 14 Wisdom saving throw or be slowed as the *Slow* spell for 1d4 rounds. This effect activates even if the creature struck is immune to critical hit damage.

##### Star Hammer - *(+2 Meteoric Iron Maul 8,800 GP, Str 17, 15 lbs.)* This beautiful weapon is made of a meteoric iron star-shaped hammer head and an orichalcum shaft. This combination of heavy metals makes the hammer much heavier than normal but its weight can be used to a huge advantage by those mighty enough to wield it. You gain a +1 bonus to attack and damage rolls made with this magic weapon and grants advantage on Strength checks made to shove, move, or push creatures with an attack. Creatures with fire vulnerability take double damage from this weapon. On critical hit, the target must succeed a Strength DC (8+Proficiency+Str mod) or be knocked prone.

##### Stormclap - *(1 lb., 3,200 GP)* A single large gothic gauntlet of dark metal that smells of rain, with scarred black soot marks on its palm. When taking the attack action, the wearer of the gauntlet can summon a javelin made of lightning which deals lightning damage rather than piercing damage. After it strikes a target, it disappears in a flash of light and sound.

##### Storm Divide - *(+1 Greatsword or +1 Greataxe 3,400 GP, requires attunement)* You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to speak this magic axe's command word, causing lightning to crackle along the edges of the axe head, this effect sheds dim light in a 20-foot radius. While the axe is activated, it deals an extra 1d6 lighting damage on attacks. In addition, while you hold the axe you have resistance to lighting damage. The lightning lasts until you use a bonus action to speak the command word again or until you drop or sheathe the axe.

##### Swordbow - *(+1 Longsword/+1 Longbow, 5,200 GP)* This +1 Rapier changes into a +1 Longbow (or vice versa) when activated. You can interchange bow and sword attacks as part of the same attack action and/or once as part of your move action. In sword form, the weapon features a grip and that resembles the curving tip of a bow. In bow form, the weapon is made of metal, and resembles a smooth sword blade that fires infinite edged solid steel arrows, which deal slashing damage instead of piercing. In either form, a swordbow has the same enhancement bonus.

##### Sword of the Swift - *(+2 Scimitar or +2 Cutlass 8,800 GP, requires attunement)* You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

##### Whirlwind Glaive - *(+1 Glaive 7,500 GP, requires attunement)* A mithril glaive decorated with clouds and wind, flowing from the pommel to the blade-head. You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to speak the command word, causing a sheathe of vibrating wind pressure to surround its edge dealing an additional 1d6 thunder damage on hit. The edge can dissipate smoke or fog within 10 feet of you. In addition once per short rest using the attack action, you can make one spinning melee attack against all targets within your reach. The attack is rolled at disadvantage if a creature in range is a size category larger than you.