

Magic weapons & armor



0th Edition. Last updated October 2020.

All of the weapons and armor in this list are magical, so the weapons can all harm magic creatures that only take magical damage, and the armor/shields can protect against magical damage (and mundane damage as well, duh). Of course all hand-held weapons also get the characters' STR bonuses to damage. Dragon caveat applies to most or all of the magical effects of these things! Oh yeah, and I've numbered them in case you wanna roll 1d100 for a random find.

Swords

1. Plain ol' magic sword – ATT +1, 1d10+1 damage
2. Even better plain ol' magic sword – ATT +2, 1d10+2 damage, extremely shiny
3. Ugly magic sword – ATT +2, 1d10+2 damage, not shiny, looks like shit
4. Wolfsbane sword – enchanted sword, ATT +4 to werewolves, 1d10+3 damage, double damage to werewolves
5. Electric eel shortsword – it's a petrified electric eel; ATT +1, does 1d8 stabbing damage plus 1d8 electrical damage
6. Bloodsucker sword – ATT +2, 1d10+3 damage, if a vampire wields this he or she can absorb 1 HP of blood per successful strike (the target creature has to have blood in it)
7. Fire sword – a sword that's on fire; ATT +2, 1d10+3 damage
8. Sword that can shoot the blade off and it's like *PSHOOOOO!!!!* ATT +1, 2d12+1 damage, the blade takes one round to come back
9. Cursed sword; ATT +2, 1d12+3 damage, on a roll of natural 1 the wielder accidentally slashes themselves with it, or (50% chance) if one of their friends is nearby it slashes them instead; my bad!
10. Short sword of shortness – ATT +1, 1d8+1 damage, on an attack roll of natural 20, victim becomes half their normal height; lasts 'til the next nightfall
11. Sword cane – ATT +1, 1d10+2 damage, very badass

12. Impaler sword – ATT +3, 1d10+3 damage, on a roll of natural 20 this sword impales the enemy and he or she can no longer continue fighting
13. Midas sword – ATT +2, 1d10+2 damage, any creature killed with this sword turns into 1d20 candies per meter of length/height (plus whatever candies they'd normally have)
14. Sword of apeshitness – ATT +2, 1d10+2 damage, can be used to attack twice per round
15. Pirate cutlass – ATT +2, 1d10+2 damage; when wielded, forces the owner to talk like a pirate

Axes

16. Plain ol' magic axe – ATT +1, 1d10+1 damage
17. Even better plain ol' magic axe – ATT +2, 1d10+2 damage
18. Axe of chopping – ATT +2, 2d8 + 4 damage, any successful hit with a natural 15 or better chops the target's head clean off (dragon caveat applies)
19. Axe of splittening – ATT +2, 1d12 + 3 damage; on any attack roll of natural 20, and/or any attack that kills a creature in one hit, the target splits into two half-size versions of itself. From then on, if you hit any of the smaller versions with the axe (with any successful attack roll and any amount of damage), they split into even smaller versions of themselves. Creature(s) return to normal next nightfall.
20. Hellmouth axe – ATT +3, 1d20 damage, user can strike the ground to make the earth crack open in front of them, revealing flames and cackling demons far below; a target enemy who's less than 3 meters away from the wielder may fall in

Maces/hammers/smashing weapons/etc

21. Plain ol' magic club – ATT +1, 1d8+1 damage
22. Plain ol' magic mace – ATT +1, 1d10+1 damage
23. Plain ol' magic warhammer – ATT +1, 1d10+1 damage
24. Plain ol' magic morning star – ATT +1, 1d10+1 damage
25. Ankh-shaped warhammer – ATT +1, 2d8+4 damage, goes "B'ANKH!"
26. A flail with a talking spiky skull on the end; extremely badass – ATT +2, 1d12+1d4

27. Flail-o-copter – ATT +1, 1d12+1, you can spin it around over your head real fast to slowly hover/fly!
28. Giant monster bone club – ATT +3, 1d20+4 damage, two-handed, you can hit the ground with this to make an enemy who's in front of you fall down; they can roll QUI with a modifier of -3 to not fall.
29. Wolf's head mace – topped with an enchanted solid silver wolf head, ATT + 2, 1d12+2 damage; ATT +4 for smiting wolfmang, silver damage penalty applies
30. Cadaver smasher mace – ATT +2, 1d10 + 3 damage, any time this mace hits a skeleton or zombie, it always smashes a limb completely off
31. Candy thief sword – ATT +1, 1d10 + 1 damage, if the target has a pouch/pocket/backpack/etc containing candy, on each successful hit there's a 25% this sword slashes it open, spilling the candy on the ground.
32. Dragon wings short sword – ATT +2, 1d8 + 2 damage, has dragon wings on the hilt that let the wielder fly; all you gotta do is point the sword and you can fly in that direction for like a few minutes at a time

Daggers/knives

33. Plain ol' magic knife – ATT +1, 1d4+1 damage
34. Even better plain ol' magic knife – ATT +2, 1d4+2 damage
35. Plain ol' magic dagger – ATT +1, 1d6+1 damage
36. Even better plain ol' magic dagger – ATT +2, 1d6+2 damage
37. Throat-slitter – +2 ATT, 1d8+2 damage, any successful attack with a natural 17 or better slits the target's throat; target takes double damage and is done fightin' (unless they don't have a throat or blood – also, dragon caveat applies)
38. Demon dagger – contains a demon! +3 ATT, 1d6+3 damage. If the wielder rolls a natural 20 to attack, the victim becomes possessed by the demon. The demon *may* make the victim do whatever the wielder wants, or it may do whatever it pleases. Victim can make a MAG roll with a -4 penalty each round to attempt to kick out the demon, at which time it returns to the dagger.
39. Dragon dagger – dagger in the shape of a metallic dragon. ATT +4, 1d6+4 damage. When the dagger is thrown, it flies back to the owner with its little dragon wings; it's adorable. It can do this so fast the owner can still attack with it every round.

40. Knife of freaking the hell out and stabbing everybody – ATT +2, 1d4 + 3 damage; can be used to attack 1d4+3 times in one round (on one or multiple targets), but then the wielder has to rest/hide/defend for that many rounds
41. Blood knife – ATT +1, 1d4 + 1 damage, makes fake blood gush out of anything you stab with it, including inanimate objects
42. Enchanted butterfly knife, version 1 – ATT +3, 1d4+2 damage, you can flip it around all crazy fast and everyone thinks you're the coolest
43. Enchanted butterfly knife, version 2 – ATT +2, 1d4+1 damage, emits a cloud of butterflies when you stab anything with it
44. Knife that turns any liquid into a pumpkin spice latte – ATT +1, 1d4+1 damage

Bows/arrows

45. Plain ol' magic bow – ATT +1, 1d10+1 damage
46. Even better plain ol' magic bow – ATT +2, 1d10+2 damage
47. Plain ol' magic crossbow – ATT +1, 1d8+1 damage
48. Even better plain ol' magic crossbow – ATT +2, 1d8+2 damage
49. Bat bow – +5 ATT, 1d8 + 1 damage, uses echolocation to find its mark, arrows' paths can even curve slightly as needed
50. Bow from the D&D cartoon – so freaking cool; ATT +3, 2d10 + 2 kickass energy bolt damage
51. Crossbow That Always Hits People in the Face – ATT +2, 1d8 + 5 damage
52. Arrow splitter bow – ATT +3, 1d8 + 4 damage; every time an arrow is fired from this bow, the bow magically splits it in two; the two arrows must hit different targets; roll ATT and damage for each.
53. Pumpkin-carver arrows – someone raided the dollar store for all their enchanted pumpkin-carving kits and stuck the tools in the ends of these arrows; they negate the DEF benefits of pumpkin armor/helmets/shields, and they do 1d10+2 damage. ATT +4 against pumpkin-wearing targets, ATT +1 for everyone else.
54. Explodey arrowheads – 2d8+4 damage, real loud, they make a real mess
55. Suction cup arrows – just 1d4+1 damage, but they stick to things very firmly (with magic) and for as long as you want; there's all kinds of stuff you can do with these

Other weapons

56. Plain ol' magic flail – ATT +1, 1d10+1 damage
57. Plain ol' magic quarterstaff – ATT +1, 1d10+1 damage
58. Plain ol' magic spear – ATT +1, 1d10+1 stabbing or throwing damage
59. Dowsing stake – a magic stake that seeks out the hearts of vampires; +4 to ATT vs vampires, 50% chance of impaling the heart, 1d6+1 damage
60. Eyeball sling – ATT +1, hurls magic eyeballs; the user can magically see through them as they travel and once they've landed; they also do 1d6+2 damage
61. Batarang – ATT +3, 1d8+1 damage, can hit up to 3 targets before returning, all within one round (no multiple strikes on the same target); roll to attack for each target
62. Belmont whip – ATT +1, 1d8+1 damage, but against vampires it's ATT +5, 3d8 damage
63. Demon tail whip – ATT +2, 1d8+2 damage, 25% chance the target catches on fire
64. Badass shuriken – ATT +3, 1d4+2 damage, can be thrown three per round, at the same target or multiple targets
65. Knife glove – a glove with knives, as seen in the classic 1980s horror movie, Knife Glove Man; ATT +3, 1d6+4 damage
66. Glaive – large throwing star thing; ATT +3, 1d8+1 damage, returns to thrower at the end of each round; if your real-ass last name is Krull this thing gives you ATT +10 and does 1d8 +10 damage and you can attack with it twice per round
67. Chain-saw – a curious magic-powered device with a rotating chain of tiny blades; it's very loud; ATT +4, 2d8 + 4 damage (+ only half your STR bonus to damage)
68. Grim Reaper scythe – must be level 10 or higher to use, ATT +5, 1d20 + 5 damage, on a successful hit there's a chance that the target is killed; this is 100% minus the target's LVL times 10, so when hitting a level 7 target there's a 30% chance the scythe kills them (of course if they're reduced to 0 HP it'll kill 'em that way too). If the target is LVL 10 or higher the chance is always 10%.

Armor

69. Plain ol' magic armor – DEF +2

70. Badass skull armor – magical armor, +3 DEF, mostly made of monster skulls and spikes and whatnot
71. Ghost knight armor – magical armor, +4 DEF, comes with a ghost inside; they may or may not be happy about the situation; ghost can animate the armor while the player character isn't wearing it
72. Dragon scale armor – magical armor, +5 DEF, makes the wearer immune to fire; dragons might recognize whose scales they are and wish to speak to you about it
73. Enchanted pumpkin armor – the strongest material in the pumpkin realm; almost completely indestructible, +6 DEF, but 0 DEF for any attacks with a pumpkin carving kit
74. Spectral force field armor – made of translucent energy, +3 DEF, the wearer is completely immune to non-magical attacks
75. Winged armor – +2 DEF, it's got wings
76. Monkey tail armor +2 DEF, it's got a prehensile tail that can perform simple tasks and can attack with a weapon every over round
77. Fish-man armor – looks all fishy, lets you breathe underwater and swim real good

Helmets

78. Plain ol' magic helmet – DEF +2,
79. Enchanted pumpkin helmet – looks hilarious, +2 DEF, but 0 DEF for any attacks with a pumpkin carving kit
80. Iron jaws helmet – +2 DEF, big magical metal jaws can bite enemies for 1d12+3 damage, and can bite through most materials
81. Demon horns helmet – +2 DEF, can be used to headbutt enemies for 1d12+3 damage; this can be done in the same round as a successful up-close attack (can only be used every other round)
82. Troll skull helmet – +2 DEF, made from a troll who got turned to stone
83. Bat wings helmet – +1 DEF, can hop off your head and fly around if you want!
84. Hungry helmet – DEF +1, if you can get someone else to put it on it'll bite their head off.

85. Eyes in the back of your head helmet — DEF +1, has actual zombie eyes in the back, the wearer can magically see out of these eyes so they can't be sneaked up on and stuff

Shields

86. Plain ol' magic shield — DEF +2
87. Shield that magically displays a cool heraldry design for the wielder — DEF +2
88. Enchanted pumpkin shield — +3 DEF, but 0 DEF for any attacks with a pumpkin carving kit
89. Coffin lid shield — +3 DEF, requires STR 4 or greater to wield
90. Tombstone shield — +4 DEF, requires STR 5 or greater to wield
91. Scarab shield — +2 DEF, can also walk around like a big metal scarab that the owner can (mostly) control; 100 HP, bite does 1d6 damage
92. Hungry hungry demon face shield — +2 DEF, any time an armed attacker successfully strikes the wielder there's a 15% chance the shield bites onto and/or eats their weapon and the wielder takes ½ damage for that attack (50% chance weapon is eaten/gone, 50% chance it's stuck in mouth; requires a STR roll to remove). If the attacker is unarmed, there's a 15% chance the shield bites the attacker for 1d8 damage, and the wielder takes ½ damage. The shield can also eat anything you put into it.
93. Dragon scale shield — +3 DEF, completely fireproof
94. Mirror shield — +2 DEF, if an enemy rolls to successfully strike the wielder of this shield with any kind of magical energy attack, there's a 75% chance the attack bounces back and damages the sender
95. Spider shield — +2 DEF, can shoot a web at a target that acts like the spider web spell.
96. Moon shield — +3 DEF, werewolves might go crazy when they see it!
97. Shocker shield — +2 DEF, attackers and anyone else who touches it (other than the wielder) take 1d6 electrical damage. It has a cool lightning bolt on it.
98. Knuckle sandwich shield — +2 DEF; clockwork shield containing a big spring-loaded fist that can pop out up to 2 meters to hit an enemy; roll ATT to hit, does 1d12 damage. Can be used in the same round as an attack with your normal weapon. Fist slowly retracts and resets itself; this takes 3 rounds.

99. Hex sign shield — +1 DEF for mundane attacks, +4 DEF for magical attacks and for the purposes of resisting magic spells
100. Hypno-shield — +2 DEF, has a spinning spiral front that can hypnotize dumb/smaller monsters; they can roll MAG -5 to resist. People-sized monsters and larger can roll MAG -1 to resist. Hypnosis lasts 2d4 rounds. Can be used 3x/night.