

[QUIRKS OF MAGICAL WEAPONS]

(from Dragon Magazine #163)

The quirks of magical weapons are detailed in most of the major entries. We include a generic weapons' quirk list here for those entries, such as Blowgun, that do not have these optional tables.

d% Roll Quirks Present

01-86 No quirks

87-94 One quirk

95-98 Two quirks

99-00 Three quirks

d% Roll Result

01-05 Weapon glows (as per faerie fire) in normal darkness.

06-09 Weapon is lighter than normal. The wielder has a -1 bonus on any reaction or initiative rolls using the weapon.

10-14 Weapon is unable to harm 1d4 types of creatures.

15-18 Weapon must be used two-handed in order to gain its magical bonus. If the weapon is very short (a dagger or knife), is already a two-handed weapon, or this result does not otherwise apply, disregard this result and the roll.

19-23 Weapon's finish cannot be marred, stained, or scratched in any way.

24-28 Weapon hums whenever enemies come within 30 feet (and the sound negates any chance of surprise).

29-32 Weapon must be baptized in flame after combat, or it loses its magical bonus. until it is placed within a fire for at least one hour (weapon is immune to the effects of normal fire).

33-37 Weapon is twice as heavy as normal. The wielder suffers a +1 penalty to all reaction and initiative rolls.

38-43 Weapon appears beat up, notched, scratched, stained, and dented. No amount of polishing can alter its appearance.

44-46 Weapon's magic functions only at night. Also, the weapon is evilly aligned and radiates this alignment.

47-49 Weapon's magic functions only during the day. The weapon is good-aligned and radiates this alignment.

50-54 Weapon has a command word on it that shrinks it as would an *item* spell. To return the weapon to normal size, speak the command word backwards.

55-59 Weapon exhibits no magical properties until a certain condition is met (a *bless* spell is cast upon it, a certain type of creature is killed with it, etc.).

60-63 Weapon conducts electricity. As a result, the wielder suffers a -1 penalty on all saves vs. electricity or lightning and takes +1 point per die of damage.

64-68 Weapon radiates nondetection; thus a *detect magic* spell cannot register it.

69-72 Weapon is silent; it makes no noise when dropped or struck.

73-75 Weapon's magic makes it dangerous to wield in combat. If the wielder misses an attack against an intended opponent, he or she must roll under his or her Dexterity score on 1d20 or the weapon slips. An attack roll must be made against any ally in a 5' radius (or against the wielder, if no allies are near). A successful hit on oneself or a friend does half damage.

76-79 Weapon is not affected by acid.

80-85 Weapon cannot be broken by any means short of divine power or a near irresistible force (such as having 10 tons of rock dropped on it).

86-89 Weapon is immune to the effects of rust (including the attack of a rust monster).

90-94 Weapon is *invisible* whenever drawn or wielded in combat.

95-97 Weapon's blade or head exists in the Ethereal or Astral Plane (50% chance of either), and is able to hit creatures that can "phase out," become ethereal, and so forth when in an alternate plane.

98-00 Weapon is intelligent; twice, with vastly differing personalities and alignments. The DM should roll twice on the Sword Intelligence Table (see Sword, Special) and disregard any result of no intelligence. The weapon has two egos. Though it tells its owner of the powers it offers, it never discloses the number of charges it possesses. Note that an intelligent weapon never willingly uses its last few charges. These weapons can always be recharged, regardless of type. The weapon switches personalities every 1d4 days.

XP Value: -

GP Value: -