

# SIMPLE UNCOMMON MAGIC WEAPONS

## BECAUSE JUST A +1 ISN'T FUN

There really aren't enough magic weapons for low level adventurers, leaving a fairly large gap between having mundane weapons and gaining magic ones. A simple +1 weapon or ammunition isn't particularly exciting, so these are options to present players with a more immersive introduction to interesting items.

## ELEMENTAL WEAPONS

### DISSOLVING WEAPON

*Weapon (any), uncommon (requires attunement)*

This weapon looks normal, except for its bright greenish tint. As long as it is on the same plane of existence as you, you may speak its command word as a bonus action. When you do so, this weapon permanently dissolves into a corrosive acid, approximately one pint for every pound the weapon weighed before. A creature within 5 feet of the weapon when it dissolves must make a DC 12 Dexterity saving throw or take 2d6 acid damage. A creature that was just hit by the weapon on the same turn makes this saving throw at disadvantage. The acid dissolves most wood and metal it touches, and becomes inert after one minute.

### CAUSTIC WEAPON

*Weapon (any), uncommon*

This weapon appears rusted and corroded far beyond repair. When you hit a creature with this weapon, you may use your bonus action to deal an additional 1d6 acid damage to the target or to corrode a piece of nonmagical armor being worn by it. The armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

### RIMEFANG WEAPON

*Weapon (any), uncommon*

Cold mist seems to constantly emanate from this weapon, and frost clings to its surfaces. When you hit a creature with this weapon, you may use your bonus action to deal an additional 1d6 cold damage and have that creature's speed be reduced by 10 feet until the start of your next turn.

### ICESHARD WEAPON

*Weapon (any), uncommon*

This weapon is made completely of solid ice, though is only slightly uncomfortable to hold. As an action, you may strike the ground with this weapon and cause icy shards to erupt from up to three 5 foot squares next to you. Creatures in these squares must make a DC 12 Dexterity saving throw or take 1d6 cold damage and 1d6 piercing damage, taking half as much damage on a successful save. The ice lasts for ten minutes and is difficult terrain during this time.

### TORCH WEAPON

*Weapon (any), uncommon*

A brilliant red gem adorns this weapon. As an action, you can cast the *light* cantrip on this weapon. While lit in this way, it deals fire damage instead of its normal type.

### FLAMEJET WEAPON

*Weapon (any), uncommon (requires attunement)*

This weapon glows a dull red when viewed in dim light or darkness. While holding this weapon, you may use your action to cast *Aganazzar's scorcher* at 1st level with a DC 12 Dexterity saving throw. Once you cast this spell, you cannot use it again until the next dawn.

### KINETIC WEAPON

*Weapon (any), uncommon*

This weapon seems to vibrate intensely the faster it is swung through the air. When you hit a creature with this weapon, you may use your bonus action to force the target to make a DC 12 Strength saving throw, taking an additional 1d6 force damage on a failure and being pushed 10 feet back. On a success, the target takes half that damage and isn't pushed.

### CHARGING WEAPON

*Weapon (any), uncommon (requires attunement)*

This weapon contains a small black gem that glows brighter as it strikes enemies. Whenever you deal damage to a hostile creature with this weapon, it gains a charge. When you score a critical hit with this weapon, all charges are expended and you deal that amount of additional force damage to the target.

### SPARKTOUCHED WEAPON

*Weapon (any), uncommon*

Loud crackles of electricity erupt from the weapon as it is swung. When you score a critical hit with this weapon, the target of the attack takes an additional 4d6 lightning damage (this damage is not doubled for the critical hit).

### SHOCKING WEAPON

*Weapon (any), uncommon*

Small arcs of electricity constantly dance across the surface of this weapon. When you hit a creature with this weapon, you may use your bonus action to force the target to make a DC 12 Constitution saving throw, taking an additional 1d6 lightning damage on a failed save, or half as much on a success. If the creature fails this saving throw, it cannot take reactions until the start of your next turn.

### HOLLOW WEAPON

*Weapon (any), uncommon*

This weapon feels remarkably light for its size. When you score a critical hit with this weapon, the target takes an additional 2d4 necrotic damage (this damage is not doubled for the critical hit) and you gain temporary hit points equal to that amount.

### ASSASSIN'S WEAPON

*Weapon (any), uncommon (requires attunement)*

Once per day, you may use an action to pour one dose of Assassin's Blood poison from this weapon into a waiting vessel. The poison is potent for up to 24 hours, then becomes inert. Once you use this feature, you cannot use it again until the next midnight.

### SICKENING WEAPON

*Weapon (any), uncommon (requires attunement)*

An awful smell emanates from this weapon out to 15 feet. When you score a critical hit with this weapon, the target takes an additional 2d6 poison damage (this damage is not doubled for the critical hit) and is poisoned until the start of your next turn.

### LETHARGIC WEAPON

*Weapon (any), uncommon (requires attunement)*

Though it looks normal, this weapon is twice as heavy as it should be. When you hit a living creature with this weapon, you may use your bonus action to force the target to make a DC 12 Wisdom saving throw, taking an additional 1d6 psychic damage on a failed save, or half as much on a success. If the creature fails this saving throw, its speed is halved until the start of your next turn.

### IMAGINARY WEAPON

*Weapon (any), uncommon (requires attunement)*

When you attune to this weapon, it disappears from the material plane and exists solely in your mind until you are no longer attuned to it. Damage from this weapon deals psychic damage instead of its regular type.

### SUNBURST WEAPON

*Weapon (any), uncommon*

This weapon glows white hot despite being cool to the touch, casting bright light in a 10 foot radius and dim light for an additional 10 feet. When you score a critical hit with this weapon, the target takes an additional 2d6 radiant damage (this damage is not doubled for the critical hit) and is blinded until the start of your next turn.

### BOOMING WEAPON

*Weapon (any), uncommon*

Beautiful etchings of storm clouds are carved all over this weapon. When you score a critical hit with this weapon, the target takes an additional 2d6 thunder damage (this damage is not doubled for the critical hit) and is stunned until the start of your next turn.

## MISCELLANEOUS WEAPONS

### DANCING WEAPON

*Weapon (any), uncommon (requires attunement)*

Brightly colored lights flash as this weapon is swung through the air. When this weapon deals damage to a living creature that can move and has a movement of at least 5 feet, you may have that creature make a DC 12 Wisdom saving throw. On a failure, that creature moves 5 feet in a random direction. If its path is blocked, it doesn't move.

### DEGENERATIVE WEAPON

*Weapon (any), uncommon*

This weapon looks well worn, but no amount of repair or maintenance is able to restore it. When you deal damage to a living creature with this weapon, it cannot regain hit points until the start of your next turn.

### FOCUSING WEAPON

*Weapon (any), uncommon (requires attunement)*

This weapon is crafted entirely out of a pale waxy wood. When you are forced to make a saving throw against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep, you may use your reaction to gain advantage on that saving throw. After using this feature, you cannot use it again until the next dawn.

### GIANTFORGED WEAPON

*Weapon (any), uncommon*

Designed and made for giantkin, this weapon is difficult to use for anyone but the strongest humanoids. This weapon loses the Finesse property if it normally would have it. Attacks made with this weapon have disadvantage unless wielded by a Medium or larger creature with a Strength score of 18 or greater. This weapon uses double the normal damage dice associated with its weapon type.

### HASTY WEAPON

*Weapon (any), uncommon (requires attunement)*

Strange sweeping symbols decorate this weapon's surface. While wielding this weapon, you have advantage on initiative rolls. As long as you are first in initiative order during combat, you gain 10 feet of movement.

### MARTYR'S WEAPON

*Weapon (any), uncommon (requires attunement)*

The faint smell of blood always hangs around this weapon. If your hit points are less than half their maximum, this weapon becomes a +1 weapon. If you are at exactly 1 hit point, this weapon instead becomes a +3 weapon.

### MOONBLESSSED WEAPON

*Weapon (any), uncommon (requires attunement)*

A crescent moon is inlaid with bright silver into this weapon. Once per day while holding this weapon, you may use your bonus action to cast *hunter's mark* at 1st level. Once you cast this spell, you cannot use it again until the next dusk.

### PUPPET WEAPON

*Weapon (any), uncommon (requires attunement)*

A small smiling face is carved onto this weapon. As long as you are within 90 feet of the weapon, you may use your bonus action to animate it for up to ten minutes, causing it to spring to life in an empty space within 5 feet. On each of your following turns, you may use your bonus action to mentally command the weapon to move up to 30 feet and make an attack. It has an attack and damage bonus of +2, an AC of 12, and 5 hit points. If it is reduced to 0 hit points, the weapon breaks and the magic is lost forever. After the duration ends, or if you use a bonus action to dismiss the effect, the weapon drops to the ground and cannot be animated again until the next midnight.

### QUICKSILVER WEAPON

*Weapon (any), uncommon (requires attunement)*

This weapon appears to be made from liquid silver, constantly shifting in pattern and design. As a bonus action, you may change the form of this weapon to any other simple or martial melee weapon. It always counts as a silvered weapon no matter what form it takes.

### **RALLYING WEAPON**

*Weapon (any), uncommon (requires attunement)*

This weapon is decorated with gold filigree and fine gemstones. As an action, you may make DC 15 Charisma check. On a success, choose up to six creatures that can see or hear you within 30 feet. Each of those creatures gain 1d6 temporary hit points and have advantage on saving throws against being frightened for one hour. Once you use this feature, you cannot use it again until the next dawn.

### **RELIABLE WEAPON**

*Weapon (any), uncommon*

This weapon is finely crafted and perfectly balanced, as all things should be. When attacking with this weapon, you may choose to roll 3d6 instead of a d20.

### **SAVAGE WEAPON**

*Weapon (any), uncommon*

Small black flames appear to curl around the edges of this weapon. When you score a critical hit with this weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

### **SNIPER'S WEAPON**

*Weapon (any), uncommon (requires attunement)*

When attuned to this weapon, your eyes turn fierce and golden. If you don't move on your turn, you may aim at a target as a bonus action, granting you advantage on your next attack against them.

### **SUPPORTER'S WEAPON**

*Weapon (any), uncommon (requires attunement)*

This weapon gives off a faint warmth when held. This weapon contains 4 charges. As an action, you can use one charge to touch a living creature and heal it for 1d4 hit points. The weapon regains 1d4 charges at dawn.

### **SWARMBREAKER WEAPON**

*Weapon (any), uncommon*

A single bright symbol glows on the surface of this weapon when held. When you make a successful attack roll against a creature, you may use the same roll against any number of other creatures within 5 feet of the original target. If that attack roll hits their Armor Class, each of those other creatures take half the damage dealt to the original target.

### **TITAN'S WEAPON**

*Weapon (any), uncommon (requires attunement)*

This weapon is made of solid black iron. Once per day while holding this weapon, you may use your action to cast *enlarge* on yourself. Once you cast this spell, you cannot use it again until the next midday.

### **WOLFHEART WEAPON**

*Weapon (any), uncommon (requires attunement)*

Fangs and claws adorn this weapon. While attuned to this weapon, you have advantage on attack rolls against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.