

Grinning Skull Design Studios

# Grim's Amazing D100 Tables

# 1000

## Magical Swords

for any fantasy RPG campaign

**SYSTEM  
FREE**

By Aaron Canton

## Grim's Amazing D100 Tables

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GAME SYSTEM

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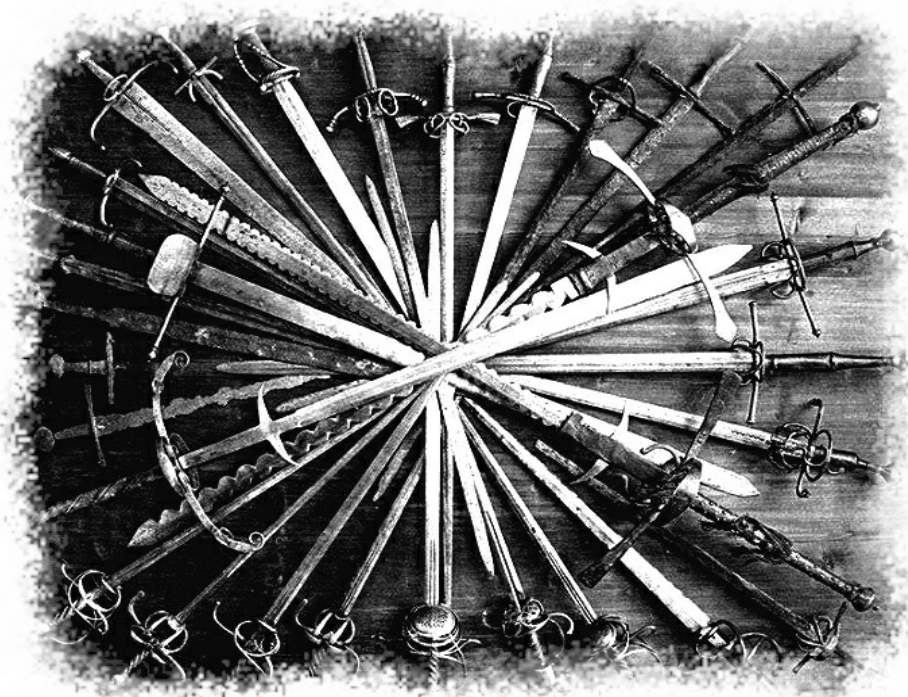
Grinning Skull Design Studios presents:

Grim's Amazing D100 Tables

# 100 Magical Swords

For any fantasy RPG Campaign

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# Foreword



Weapons are an integral part of many Fantasy campaigns, and no weapon is more prolific than the humble sword. They come in all shapes and sizes, and of course many of the most famous swords in the fantasy canon have a variety of magical properties which can help--or hinder--the adventurers who wield them. If you are a dungeon master who wants to provide magical blades for your players, this list of 100 magical swords may be just what you need.

## About the Author



Aaron Canton is a writer currently living in Singapore. His writing includes science fiction and fantasy stories, essays on mythology, and RPG supplements.

He does work-for-hire in addition to working on his own projects and is currently accepting commissions. A complete list of his published works is available at <https://aaroncanton.wordpress.com/writing/>, and he can be contacted at [dkg800@aol.com](mailto:dkg800@aol.com).

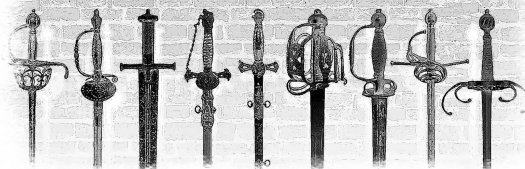
## Choose or Roll D100

# 01-10 Gladii

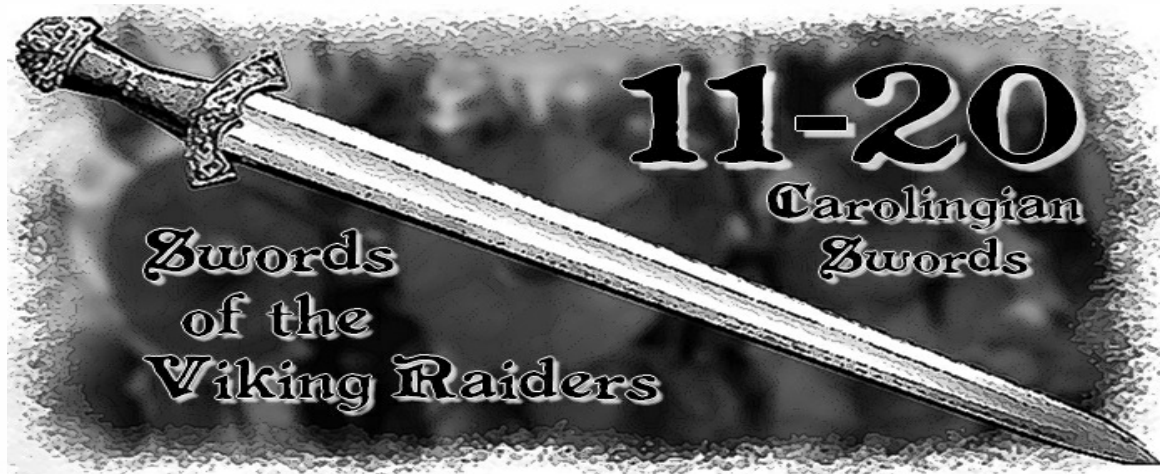


## The Swords of the Roman Legions

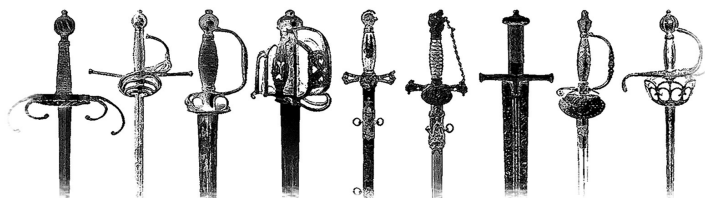
01. **Cesaro's Gladius:** A gladius which moves 20% more quickly than a normal gladius.
02. **Defender of the Empire:** A gladius which is 30% more accurate and damaging while inside the former territories of the ancient empire where it was forged, but 30% less accurate and damaging outside that land.
03. **The Gladiator's Gift:** A gladius which was once used by a noted gladiator who battled bears, lions, and other animals in an arena. This gladius is 50% more accurate and damaging against animals.
04. **Alcius's Blight:** A gladius which quickly rusts the armour of its wielder. It can be sundered in the ruin of a specific ancient forge; if the wielder tries to get rid of it in any other way, it will reappear in his hand after an hour.
05. **Palladium Blade:** A gladius made of pure palladium. When it strikes an enemy it has a 20% chance of stinging that enemy with a poison, reducing the enemy's strength by 20%.
06. **Undying Bond:** A gladius with several tiny sigils etched into its hilt. Its wielder can press a sigil to summon a gladiator warrior to fight at his side for one hour, but doing so destroys the pressed sigil.
07. **Sword of Quintus:** A gladius which can be used to unlock a treasure vault that once belonged to its owner, a rich noble named Quintus.
08. **Tarnished Honour:** A gladius cursed by the spirit of a soldier who attacked his comrades while fleeing battle. This gladius is 30% more accurate than a normal gladius, but gives the wielder a 30% chance of fleeing.
09. **Commander's Guide:** A gladius which enables its wielder to hear orders from his commanding general for up to a distance of one league.
10. **Gladii of the Bronze Centuria:** A set of 80 gladii which enabled their wielders to move in perfect unison, like an ideal Roman unit.



## Choose or Roll D100




11. **Raider's Bane:** A Carolingian sword which appears to be extremely ornate and valuable, making it a prime target for theft by rivals, but which shatters on impact. It then regenerates back in its original owner's scabbard.
12. **Sword of the Vile:** A Carolingian sword which does 30% more damage when wielded by an evil person.
13. **Gambler's Choice:** A Carolingian sword which has a 33% chance of instantly killing an enemy. However, if the enemy is not killed, the enemy becomes invulnerable to all blades for thirty seconds.
14. **Skaldi's Surprise:** A Carolingian sword which can, once per day, summon a bolt of lightning to strike an enemy.
15. **Charred Blade:** A Carolingian sword which was charred in a funeral pyre and which now has a 10% chance of burning an enemy upon impact.
16. **Strongman's Aid:** A Carolingian sword which increases the wielder's strength by 10%.
17. **Heartfire Blades:** A set of 7 Carolingian swords which form a bond between their wielders. As long as at least one wielder is free of fear, no wielders can be affected by any fear or confusion attacks.
18. **Blade of the Unfettered:** A Carolingian sword which puts its wielder in a berserk state. The wielder's accuracy and damage are doubled, but he cannot stop himself from attacking allies as long as they remain in sight.
19. **The Impresser:** A Carolingian sword which looks ornate and valuable. If it is given as a gift and accepted, it compels its new owner to abandon his old life and serve the gift-giver, usually a raider in search of more crew.
20. **Aefsvaern's Defender:** A Carolingian sword with a rune on the hilt. Once per day, the rune can be squeezed to stun an opponent for ten seconds.



## Choose or Roll D100

# 21-30

## Foils & Epées



Swords of the  
Fencers and  
Students

21. **Baron Gracio's Trainer:** A foil which, though sharpened and thus suitable for combat, does 50% less damage than a normal long sword. However, it also reduces any damage the wielder takes by 50%.
22. **Arbiter's Delight:** A set of two épées which light up when they make contact with an opponent, making it easy for a referee or arbiter to see which of two duelists lands a point.
23. **Enchanted Practice Foils:** A set of 6 foils which, upon striking an opponent, inflict pain as if they were real swords but do no actual damage.
24. **Student's Assistant:** An épée which can float and fence autonomously, moving as if an invisible person were wielding it. This blade only taps opponents, as in a fencing match, and so is not suitable for actual combat.
25. **Jharl's Secret:** A foil coated in a deadly toxin that can poison an enemy with just a tap. If left untreated, the enemy will die in three days of seemingly natural causes.
26. **The Handicaps:** A set of 5 épées which make their wielders dodge and attack with 10%, 20%, 30%, 40% or 50% less accuracy respectively. Often used to 'handicap' talented students dueling less-skilled ones.
27. **The Cheater:** A foil which can, once per battle, magically knock aside an opponent's blade. This works on real swords as well as non-lethal ones, but this foil does no actual damage and so is ill-suited for real combat.
28. **Mavereux's Wrath:** An épée which can, once per day, cast a rage spell that makes one individual despise another. Often used to make a fencing referee hate an opponent and thus rule against him.
29. **Cursed Foil:** A foil which, when it is used to win a fencing match, curses the losing fencer to die within one week unless the foil is sundered. If sundered, the foil invariably regenerates in another fencing school.
30. **Blurred Epée:** An épée with a tip which can blur itself once per day. When the tip is blurred, all opponents' dodge abilities are reduced by 30%. 2

## Choose or Roll D100



# 31-40 Sabers

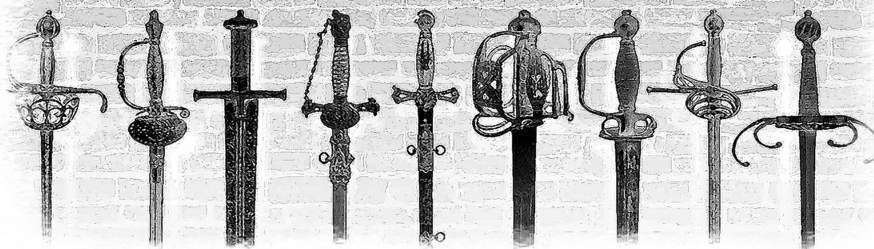
*Swords of the  
European Cavalry  
in the Middle Ages*

31. **Blade of the Bard:** A sabre which grants the wielder skill with instruments and verse, enabling him to act as his own troubadour or minstrel.
32. **Sword of the Cruel Horseman:** A sabre which is 40% more accurate and damaging than a normal sabre, but which drains the lifespan of the wielder's horse, killing it in a matter of days.
33. **Cavalier's Boon:** A sabre which grants its wielder instant competence in riding a horse.
34. **Sir William's Sword:** A sabre which grants its wielder the ability to, once per day, summon a large unbreakable shield for a period of one hour. The shield may be used by anyone, not just the wielder.
35. **Duelslayer:** A sabre which is 60% more accurate and damaging than a regular sabre when used in duels. Once used by a lord to stop a skilled but arrogant swordsman who was killing too many other knights in duels.
36. **Reaper of the Peasants:** A sabre which is 20% more accurate and damaging when wielded by a mounted wielder against an enemy who is not mounted.
37. **Sabre of Sir Patrick Stout:** A sabre which can unerringly point out the leader of any enemy force, even if the leader is hidden or concealed.
38. **Maniac-Maker:** A sabre which can parry enemy attacks twice as quickly as a normal sabre, but which compels its wielder to go into combat without wearing any armour.
39. **Cleric's Defender:** A sabre which has a 15% chance of instantly smiting and destroying any monster it is used against. However, it can only be wielded on holy ground or in the presence of a non-warrior priest.
40. **Knight's Bane:** A sabre which, 24 hours after being drawn by a new wielder, summons a suit of armour that traps the wielder inside. If the wielder cannot break the curse within 3 days, the armour crushes him to death.

## Choose or Roll D100



41. **Field Doctor:** A war rapier which grants its wielder immunity to battlefield diseases and conditions such as infection, and also enables its wielder to cast minor healing spells.
42. **Fletcher's Rapier:** A war rapier which grants its wielder the ability to competently craft magical arrows which do 10% more damage than regular arrows.
43. **Early Warning:** A war rapier which enables its wielder to instinctively know when catapults or other siege engines are about to launch an attack that would hit him.
44. **John Cooper's Heart:** A war rapier once owned by a brave peasant who died protecting his village from bandits. It enables its wielder to regenerate up to 15% of his health per day.
45. **Blade of Frost:** A war rapier which has a 20% chance of spreading ice over an enemy's body, reducing the enemy's mobility by 30% for one minute.
46. **Unflagging Strength:** A war rapier which enables its wielder to battle for 24 consecutive hours without growing tired.
47. **Sword of the Sure-Footed:** A war rapier which immunizes its wielder from mobility penalties caused by mud, sand, and similar battlefield conditions.
48. **Silent Killer:** A war rapier which possesses its wielder whenever the wielder sleeps, forcing the wielder's body to quietly kill another person.
49. **Peasant's Revenge:** A war rapier which has a 40% chance of sundering the weapon of any enemy of higher social class than the wielder.
50. **The Bountiful Sword:** A war rapier which, after it strikes down an enemy, can be stabbed into the ground next to the enemy's body for 24 hours in order to grow a fruit tree. The fruit is bitter but filling and nutritious.





## Choose or Roll D100



51. **The Steady Hand:** A spadroon which allows its wielder to immediately adjust to manoeuvring on the deck of a ship, removing all movement penalties he may have no matter how inexperienced a sailor he is.
52. **Alcer's Sterling Sword:** A spadroon which never rusts, no matter how much moisture it is exposed to.
53. **Windstriker:** A spadroon which allows its wielder to summon a gust of wind once per day. The wind is strong enough to fill the sails of the wielder's ship for two hours.
54. **The Compass:** A spadroon whose hilt contains a magical compass which points unerringly in the direction of the wielder's goal, as long as the wielder is at sea.
55. **Blade of the Lost Admiral:** A spadroon which instils its wielder with overwhelmingly confidence. The wielder is immune to all fear and confusion effects, but is incapable of retreat.
56. **Captain's Honour:** A spadroon which does 50% more damage than a regular cutlass but will also deal contact damage to the wielder's hand unless the wielder is a naval officer of rank captain or higher.
57. **Wave-Rider:** A spadroon which allows the wielder to teleport between multiple ships as long as all the ships are in close proximity and are on the wielder's side. It cannot be used to teleport to enemy ships.
58. **Sink or Swim:** A spadroon which does 50% more damage than a regular cutlass but which renders the wielder incapable of swimming.
59. **Blade of Neptune:** A spadroon which allows the wielder to charm one non-magical sea creature, such as a dolphin, shark, or whale, once per day.
60. **The Deluder:** A spadroon which makes the wielder think--wrongly--that he can control storms, and compels him to sail into large storms to prove it.

## Choose or Roll D100

# 61-70 Cutlasses



The swords of  
the Pirates

61. **Poseidon's Sword:** A cutlass which enables its wielder to control the waves and currents of the water in his immediate vicinity once per day.
62. **The Haunted Blade:** A cutlass possessed by the spirit of a dead pirate. If its wielder sees money while fighting with this blade, he has a 50% chance of being compelled to abandon the fight and seize the money.
63. **Cutlass of Greed:** A cutlass which is 30% more damaging and accurate than a regular cutlass, but which destroys one gold coin in the wielder's pockets for each hit. If the user has no gold, the cutlass shatters on impact.
64. **Blade of the Feral:** A cutlass which allows the wielder to drive a group of allies into a feral rage once per day. Feral allies attack faster, do more damage, and never retreat, but have a 20% chance of attacking the wielder.
65. **Efkang's Wrath:** A cutlass which, whenever it touches an enemy's sword, has a 5% chance of causing that enemy to feel severe pain. The mobility and accuracy of pained enemies is halved.
66. **Feathered Cutlass:** A cutlass which can summon a large parrot to attack the wielder's enemies once per day. The parrot is extremely fast, very difficult to hit, and its talons do damage like normal cutlasses.
67. **Rapscallion's Weapon:** A cutlass which does 30% more damage when wielded against enemies who obey the law.
68. **Skeleton Blade:** A cutlass made of bone which can cut through any lock.
69. **The Cutlass of Jarl the Savage:** A cutlass which does 50% more damage than a normal cutlass to enemies, but which damages its wielder every time it misses an enemy.
70. **Sword of the Ghosts:** A cutlass which can summon dozens of illusions shaped like sailors. The illusions cannot physically touch anything, but can make it look like the wielder has a much larger crew than he does.

## Choose or Roll D100

71-80



## Katanas & Wakizashi

The swords of  
the Samurai

71. **The Twins:** A katana and a wakizashi. If the wielder of one of these blades squeezes its hilt, he can summon the other blade into his other hand.
72. **Tatsuyori's Lingering Grudge:** A katana which can break its tip off in an enemy once per day. The tip does continuous damage to the enemy for 24 hours, after which it vanishes and reappears on the katana.
73. **Sparrow:** A wakizashi which is weighted like a throwing knife. If thrown at an enemy, it is as accurate and damaging as if used normally, and after five seconds it reappears in the wielder's grip.
74. **Yoni's Bane:** A katana which does 50% more damage than a normal katana against ghosts and demonic entities.
75. **Concealed Doom:** A wakizashi which can be turned invisible by its wielder once per day, making it suitable for assassinations.
76. **Daimyo's Cruel Joke:** A katana which appears to be made of metal, but which transmutes into a wooden practice sword once in the midst of combat.
77. **The Walking Sword:** A wakizashi which can transform itself into a human. It is possessed by a spirit which makes it challenge opponents to duels.
78. **The Horse-Cutter:** A katana which does 50% more damage than a normal katana against mounts.
79. **Blade of the Shadow:** A wakizashi whose shadow moves independently of the blade itself and can attack the shadows of enemies. Any hit to a shadow is inflicted upon the actual enemy.
80. **Ascetics Guards:** A katana and a wakizashi which do 40% more damage than a regular katana and wakizashi, but which compel the wielder to sleep and eat much less, halving the wielder's benefits from those activities.

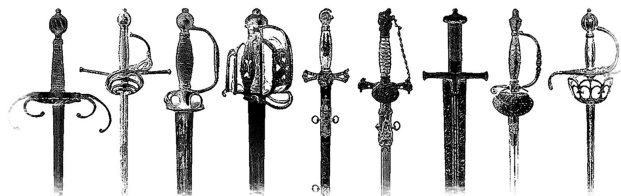
## Choose or Roll D100

# 81-90 Jians & Daos



The swords of the  
Chinese Warlords

81. **Sword of the Scholar:** A jian which raises the intelligence of the wielder by 10%.
82. **Concealable Dao:** A dao which can fold in on itself and thus be easily smuggled into areas in which weapons are not supposed to be taken.
83. **Xiahou's Blessing:** A jian which improves the armour class of everyone in the wielder's party by 5%.
84. **Double Grave:** A dao which enables the wielder to injure enemies by injuring himself. The enemy will take exactly as much damage as the wielder does to himself with the dao.
85. **Bane of the Haunted:** A jian which is 40% more accurate and damaging against undead enemies.
86. **Fangs of the Painted Tiger:** A dao which appears to be a painting, but which can be turned into a real dao once per day if its wielder recites a magical chant.
87. **Dragon's Tongue:** A jian which enables its wielder to speak to dragons and similar monsters.
88. **Zhang's Surprise:** A dao which enables its wielder to, once per day, cast a paralysis spell at an enemy.
89. **Warrior's Choice:** A set of two blades, either of which can take the form of a jian or a dao as the wielder wishes, as long as the wielder is using both blades simultaneously.
90. **The Bloody Duo:** A jian and a dao which were once used by a vicious bandit warlord. The blades can guide the wielder to hidden treasure, but also summon the ghosts of its victims to attack the wielder.



## Choose or Roll D100

# 91-100 Khopeshes & Acinaces



## The swords of the Egyptian & Persian armies

91. **The Blinder:** An acinace which, upon impact with an enemy, has a 5% chance of summoning a magical cloud of sand that gets in the enemy's eyes.
92. **Pharaoh's Wrath:** A khopesh which never misses its target, but which inflicts a disease on its wielder that reduces all strength, dexterity, and constitution-related skills by 20% unless the wielder has royal lineage.
93. **Locust Swarm:** An acinace which can, once per day, summon a small horde of locusts to attack an enemy.
94. **Water in the Desert:** A khopesh which can be used as as divining rod to find the nearest source of fresh water.
95. **The Scarab:** An acinace which can, once per day, turn itself into a large poisonous scorpion and attack opponents for up to five minutes.
96. **Akumatahn's Harvester:** A khopesh which, once per day, can convert a corpse which was killed by the khopesh into a mummy. The mummy will rise and fight alongside the khopesh's wielder.
97. **Drought:** An acinace which, upon touching any plant, will drain the moisture from that plant and make it wither away.
98. **Blade of the Sun:** A khopesh with a large topaz set in the grip. Once per night, the topaz can be squeezed in order to summon a large burst of sunlight which will do severe damage to undead creatures.
99. **Ehrkartu's Zeal:** An acinace which increases the wielder's strength and combat skills by 30%, but which inflicts a compulsion on the wielder to break into a hidden pyramid and free a monstrous undead pharaoh.
100. **The Pursuer:** A khopesh which is ornate and jewel-studded, but which is being pursued by spirits of the pyramid that the khopesh was stolen from years ago.

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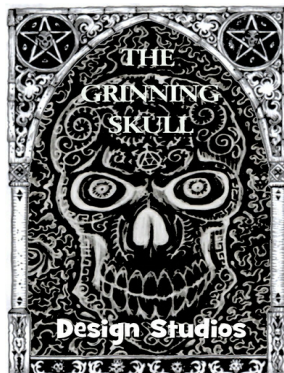
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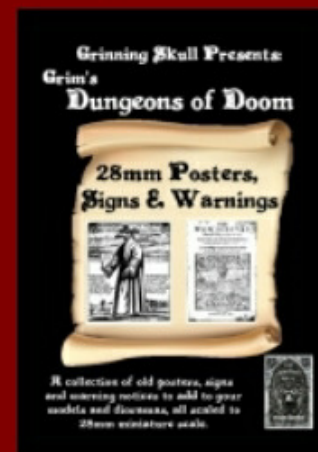
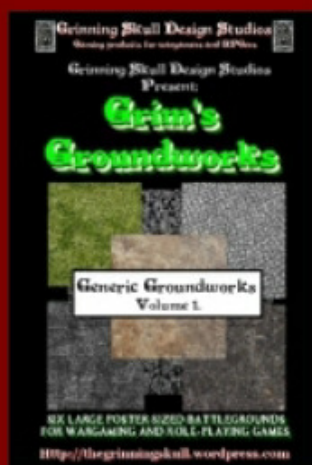
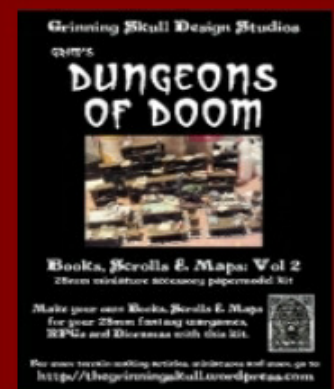
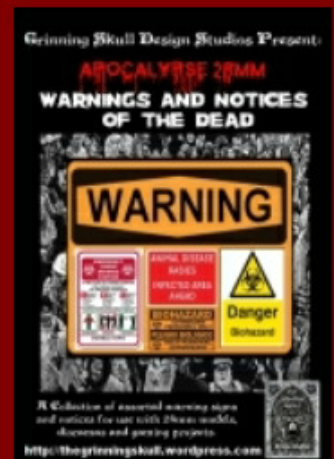
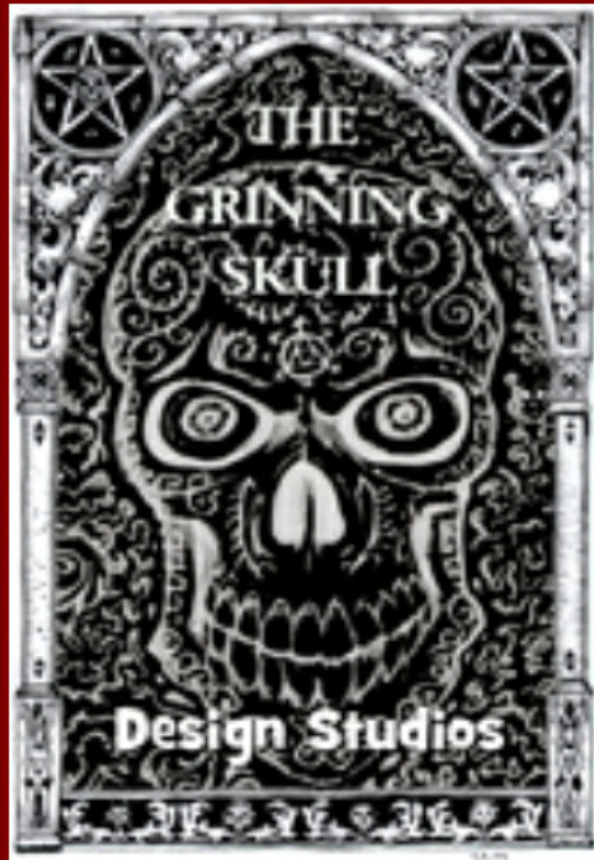
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