

# MAGIC SWORDS

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Few items are as ubiquitous within *Old-School Essentials* campaigns as the coveted enchanted sword. Yet, for all the power and prestige conferred by this magic weapon, few can deny that at face value, a flat mechanical bonus to attack and damage rolls can feel a bit bland.

The table presented here can spice up a magic sword with additional flavour via compositional detail and minor magical quirks. Remind players that no magical blade is complete without a name.

**Rolling characteristics:** Roll 1d20 on one or more columns in the table. Not all magic swords need a special characteristic of each kind.

## Magic Sword Characteristics

d20	Blade	Material	Feature	Quirk
1	Barbed	Adamantine	3' chain on pommel	Bird-friendly
2	Bent	Bone	Always sharp, never dirty	Bloodthirsty
3	Blood grooves	Bronze	Antlered pommel	Flavour
4	Broad	Ceramic	Bejewelled hilt	Gauntlet
5	Broken *	Chitin	Dragon hide scabbard	Immovable
6	Curved	Crystal	Embedded crystals	Invisible
7	Dented	Demon horn	Faint red glow	Laughing
8	Dull	Dragon tooth	Gem-studded scabbard	Perfume
9	Flared	Ice (never melts)	Glowing runic script	Returning
10	Forked	Iron	Gold filigree	Safety
11	Hooked	Ivory	Grows hair and teeth	Silent
12	Jagged	Jade	Holy symbol cut-out	Smoking
13	Notched	Mithral	Holy symbol engraving	Sootblade
14	Pocked	Obsidian	Painted with magic runes	Stone-spout
15	Ringed	Plastic-like	Rusted yet always sharp	Stretching
16	Serrated	Silver	Scarred by lightning	Tattoo
17	Slender	Star metal	Tassels	Thunder
18	Straight	Steel	Twitching eye in pommel	Torchblade
19	Toothed	Stone	Winged hilt	Undroppable
20	Wavy	Wood	Wolf's head pommel	Walking stick

\*: May need repair or may magically reassemble when wielded.

# MAGIC SWORD QUIRKS

**Bird-friend:** If the wielder holds the sword perpendicular to their body for one minute, any birds present in the area will land on the blade.

**Bloodthirsty:** Wounds dealt by this sword spill no blood. Assassins favour it for its clean crime scenes.

**Flavour:** The wielder may stir food with this blade to imbue the food with delicious flavour. (Does not purify spoiled food.)

**Gauntlet:** With a snap, the sword transforms into a steel glove on its wielder's hand or back again with a subsequent snap.

**Gloating:** The sword laughs evilly in combat, reducing intelligent enemies' morale by 1. (Enemies with morale 12 are unaffected.)

**Immovable:** Press a button in the sword's pommel to suspend the sword in mid-air. Pressing the button again or applying 20 lbs of force unfreezes it.

**Invisible:** The sword and scabbard are permanently invisible. Requires practice to use effectively.

**Perfume:** When drawn from its scabbard, the sword emits a cloud of floral perfume that masks all other scents in a 25' radius.

**Returning:** When the sword is dropped or released, it magically teleports back into its scabbard.

**Safety:** If the wielder speaks the command word ("Safety!"), the blade becomes intangible and incapable of harm.

**Silent:** Striking anything with the blade produces no sound (though enemies may still audibly cry out). Favoured by thieves.



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**Sootblade:** The blade and pommel stain all they touch black. The marks can be removed with soap and water.

**Smoking:** Once per day, strike the sword against the ground to produce a 10' radius cloud of smoke. The smoke blocks normal vision and infravision, except the wielder's. The cloud clears after 2d4 rounds.

**Stone-spout:** Once per day, its wielder may stab the sword into solid, unhewn stone; 1 gallon of water will spew from a spout in the pommel.

**Stretching:** Once per day, this sword can stretch to attack an enemy up to 15' away.

**Tattoo:** The sword's wielder may sheathe the blade harmlessly into their own body; the sword appears as a tattoo.

**Torchblade:** After the sword deals at least 1hp of damage in combat, it glows like a torch for 1d6 turns.

**Thunder:** When drawn from its scabbard, the blade emits a flash of light and a thunderous boom. These can be perceived up to 100' away.

**Undroppable:** This sword cannot be removed from its wielder's hand by any means unless they speak the command word: "Release!"

**Walking stick:** The sword transforms into a walking stick when struck hard against the ground (and vice versa).