

I reviewed Ancestral Weapons and while reviewing it I had a lot of fun ideas. Decided to roll up my own Ancestral Weapon and put up over on www.RPGJuce.com for anyone who watching my YouTube Channel or reads my Blogs to download and use in their own games if they like. If you want to read the review you can do so by visiting <http://www.rpgjuce.com/blog/ancestral-weapons-review>.



The thing to remember about these Ancestral Weapons is they level up with your characters. Each point represents a character level. So at first level the character using this weapon will only have the Bully upgrade. At second level when the DM decides they will unlock the Hinge-Bane upgrade. As a DM they decide when these points are earned for the next weapons upgrade. On average a point should be offered when the player levels though. When the weapon gets 20 spirit points it gains an additional 5 spirit points.

Ancestral Weapons only work in the hands of their blood line. This weapon I have made once belonged to a Goliath Barbarian named Gorklak the Mighty. Anyone who wields this weapon and isn't of his bloodline will only be able to use it as a heavier than normal mundane Greatsword. If anyone who is a descendant of Gorklak gets this sword then they will begin to see the powers that this sword has thanks to the 4 generations who have imbued the sword with their spirits.

Greatsword of Gorklak the Mighty

Ancestral Traits: Honourable – The weapon will only deliver non-lethal damage to an unarmed humanoid.

Ancestral Personalities: Stubborn – When you change viewpoint easily, a small sense of shame washes over you.

Weapon History: Goliath 4 generations have held this weapon. 4 feats of legend are associated with this weapon.

This Greatsword was broken and reforged.

It was part of a ritual to banish a Demon.

A powerful lich was destroyed by the help of this blade.

Was once in the possession of an Angel.

Physical Properties: Gnomish craftsmanship made this weapon of an Ash wood and Electrum. When the weapon is swung it appears to leave a small trail behind it as it moves.

Tier 1:

Bully (1 point) Advantage on intimidation checks when seen while holding this weapon.

Hinge-Bane (1 point) Maximum damage dealt against inanimate objects with attacks made from this weapon.

Indomitable (Level 1) (1 point) When you are reduced to 0 hp you can immediately make an attack with this weapon before you fall unconscious.

Jarring (Level 1) (2 points) Any enemy that suffers damage from a weapon attack made by this weapon cannot make attacks of opportunity against you until the beginning of your next turn.

Tier 2:

Keen (Level 1) (4 points) The weapon causes a critical hit when the d20 roll for an attack made with this weapon is a 19 or 20.

Barbaric (2 points) When you reduce a creature to 0 hit points with this weapon, you gain advantage on your next attack.

Will of the Ancestors (4 points) You can use an action to release the wills of your ancestors from the blade. Each enemy within 15 foot suffers 2d8 psychic damage, this is halved on a successful DC14 Wisdom saving throw You must complete a short or long rest before you can use this ability again.

Tier 3:

None

Tier 4:

Beacon (5 points) You can use an action to plant this weapon in the ground. For the next 1 minute, whilst your weapon remains planted, the weapon glows with a divine light, shining bright light in a 30-foot radius, and dim light for an additional 30-foot. All allies within 15 foot gain a +1 bonus to their AC, and their attacks deal d6 additional force damage. Any ally that can draw line of sight to the weapon can use their bonus action to disengage, moving directly towards the weapon. You must complete a short or long rest before you can use this ability again.

Spectral Reach (5 points) Increase the range of this weapon by 5 foot for 1 minute. For the duration, the weapon inflicts an additional d4 damage. You must complete a short or long rest before you can use this ability again.



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