

GRAMPS

Weapon (spear), legendary

This spear has +3 to attack rolls and damage rolls, and its damage dice are 2d6.

This spear is an ancient, sentient magical item. He is grumpy and angry most of the time and likes to compare things to how much better they were in his day. He generally has a grovelly voice.

Due to his experience and long life, he has some skills develop. Roll 2d10, and the spear has all benefits of the 2 feats rolled below. If both results are the same, claim the feat acquired and select the second feat. On 2 10s, select an additional feat.

Gramps has a +4 to all ability checks naturally.

GRAMPS' FEATS

Roll Feat

- 01 Actor
- 02 Alert
- 03 Dungeon Delver
- 04 Inspiring Leader
- 05 Keen Mind
- 06 Linguist
- 07 Lucky
- 08 Magic Initiate (from the Bard's spell list, with a DC of 16, Friends, Vicious Mockery, Command)
- 09 Observant
- 10 DM's choice