

Birdfolk Loot

d100	Coins	Loot
1–10	—	A small, intricately carved whistle that mimics bird calls.
11–20	5d6 cp	Feathered earrings, colorful but worn.
21–30		A collection of shiny pebbles and glass pieces.
31–40		Tangled nets made of fine, lightweight thread.
41–50	4d6 sp	Empty, small leather pouches, suitable for carrying seeds or small objects.
51–57		Sturdy leather gloves, designed to protect hands during flight.
58–64	3d6 ep	A lightweight, hooded cloak, weather-resistant and durable.
65–68		Maps of the local area, including thermals and weather patterns.
69–75	2d6 gp	Simple, wooden flutes or panpipes, crafted with care.
76–80		Silver brooch in the shape of feathers or birds (25 gp)
81–85		A set of finely made arrows, fletched with rare bird feathers (35 gp)
86–90		Carved bone tools or utensils, adorned with semi-precious stones (50 gp)
91–94		<i>A potion of feather falling</i>
95–97	1d6 pp	<i>An amulet of proof against detection and location</i>
98–00		<i>A wind fan</i>

Birdfolk Javelins

d100	Condition	Description	Effects
01–04	Splinted Shaft	This javelin's wood is split along its length, rendering it utterly unusable.	Can't be used at all
05–08	Rotted Wood	The wood has rotted, compromising the javelin's structural integrity.	Critical failures occur on a result of 1 or 2 on the attack die roll
09–12	Corroded Point	The metal tip is so corroded that it's no longer sharp or capable of penetrating armor.	Disadvantage on attack rolls made against targets wearing armor
13–16	Missing Fletchings	Without its fletchings, the javelin cannot maintain a straight path when thrown.	Can't be used as a ranged weapon
17–20	Cracked Tip	The tip has a significant crack, likely to break off completely if used.	On the next critical failure, the weapon is completely destroyed
21–30	Blunt Tip	The point is poorly sharpened, reducing its effectiveness.	Targets gain a +1 bonus to AC against attacks made with this weapon
31–35	Unbalanced	The weight distribution is off, causing it to veer off course easily.	Disadvantage on ranged attack rolls made using this weapon
36–40	Weak Shaft	The material of the shaft is not strong enough, posing a risk of breaking upon impact.	Breaks on a critical failure (roll a d20 on this table to determine what happens)
41–45	Standard Issue	A basic, no-frills javelin that does the job without any particular distinction.	—
46–60	Reliable Make	Dependably constructed, with a good balance and sturdy shaft.	—

Birdfolk Javelins (Cont'd)

d100	Condition	Description	Effects
61–70	Sharpened Point	The tip is adequately sharpened, offering decent penetration capability.	Targets suffer a -1 penalty to AC (to a minimum of 10 + Dex) against attacks with this weapon
71–75	Sturdy Fletching	The fletching is well-made, ensuring stable flight.	+1 to ranged attack rolls made while using this weapon
76–85	Solid Grip	The shaft is designed with a grip that offers better handling.	+1 to melee attack rolls made while using this weapon
86–89	Enhanced Balance	Exceptionally balanced, allowing for greater accuracy and distance.	Increase this weapon's normal and long range by 10 feet; +1 to ranged attack rolls made while using this weapon
90–92	Superior Materials	Made from high-quality wood and metal, offering improved durability and performance.	+1 to all attack rolls made while using this weapon
93–95	Precision Tip	The tip is finely crafted for maximum penetration and crafted to retain sharpness longer.	Targets suffer a -2 penalty to AC (to a minimum of 10 + Dex) against attacks with this weapon
96–97	<i>Javelin of the Wind Rider</i>	This magical javelin can alter its course slightly in mid-air, guided by the thrower's intent. (Weapon, Uncommon.)	The weapon ignores cover.
98–99	<i>Javelin of Lightning Touch</i>	On a hit, this magical javelin releases a burst of electrical energy, shocking the target. (Weapon, Uncommon.)	A target hit by the weapon must succeed on a DC 10 Constitution saving throw, or it can't take reactions until the end of its next turn. Creatures immune or resistant to lightning automatically pass their saving throw against this effect.
100	<i>Phoenix Fire</i>	Crafted with a mythical phoenix feather, this magical javelin can be thrown to explode in a burst of fire upon impact and then reappear in the thrower's hand. (Weapon, Rare.)	When this weapon hits its target, it deals the damage normal for a javelin, plus each creature within 5 feet of the target, including the target, must make a DC 10 Dexterity saving throw. A creature takes 1d4 fire damage on a failed saving throw or half as much fire damage on a successful one. The weapon then reappears in its owner's hand.