

## PRINT-AND-PLAY



### MOUNTAIN'S SCREECH

Weapon (handaxe), rare (requires attunement)

The blade of this Handaxe is always pulsing with blue energy and emitting a faint buzzing sound that can be heard up to 100 feet away. **You gain a +2 bonus to attack and damage rolls made with this magic weapon.** This handaxe has 3 charges and regains all its expended uses every day at dawn.

You can expend a charge of this weapon while making a ranged attack against an enemy within range. Hit or miss, a wave of thunderous energy flows from the handaxe on a 15-foot cone originating from the target. Each creature in the area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and it falls prone. On a successful save, the creature takes half as much damage and remains standing. The target makes the Saving Throw with disadvantage. Immediately after the attack, the handaxe appears back in your hand with a burst of energy.