



Art: AI

Hand of Pyros



Hand of Pyros

Weapon (warhammer), legendary (requires attunement)

It is a warhammer forged in the heart of a volcano by an ancient fire elemental, is adorned with intricate symbols of flame.

Dormant State. The Hand of Pyros is a magical melee weapon with a +1 bonus to attack and damage rolls.

- **Flame Burst.** Once on each of your turns when you hit a creature with a melee attack using this weapon, you can roll a d6. On a roll of 5 or 6, the warhammer unleashes a burst of flame. The target takes an additional 2d10 fire damage, and each creature within a 5-foot radius of the target must make a Dexterity saving throw (DC 14) or take the same amount of fire damage. You are immune to the fire damage dealt by this effect.
- **Critical Flame.** On a critical hit with this weapon, you can choose to cast the fire shield spell (warm shield only) as a reaction without using a spell slot or material components. Once you use this ability, you can't use it again until you complete a long rest.



Awakened State. When the Hand of Pyros reaches an awakened state, you gain the following:

- The weapon's bonus to attack and damage rolls increases to +2.
- **Flame Burst** now activates on a roll of 4-6 on the d6.
- **Inferno Wave.** When you use your Flame Burst, you can choose to enhance its power, transforming it into an Inferno Wave. The initial target and each creature within a 10-foot radius of it must make a Dexterity saving throw (DC 16). On a failed save, a creature takes 3d10 fire damage. On a successful save, a creature takes half as much damage.

Exalted State. When the Hand of Pyros reaches an exalted state, you gain the following:

- The weapon's bonus to attack and damage rolls increases to +3.
- **Hand of the Firelord.** Flame Burst and Inferno Wave are replaced with 3 charges. As a bonus action immediately after hitting a creature with a melee attack, you can expend 1 charge to cast a



5th level fireball spell (spell save DC 18) at the target. You are immune to the fire damage from this fireball. If you expend all 3 charges, you regain the use of Flame Burst and Inferno Wave, which remain with you until the next dawn. All expended charges are regained at dawn.

Optional Evolution Stages for the Hand of Pyros.

The Hand of Pyros's growth is tied to the wielder's own journey with the elements of creation and destruction:

- **Awakened:** The weapon blazes brighter when the wielder brings warmth to a place that has been locked in unnatural cold, reigniting its hearth with a flame that refuses to die.
- **Exalted:** The Hand of Pyros reaches its pinnacle of power when the wielder frees a fire elemental from an undeserved binding, earning its eternal gratitude and a boon of unbridled flame.