

PRINT-AND-PLAY



ANCESTOR'S AXE

Battleaxe, very rare (requires attunement)

In some cultures, weapons are passed from father to son with the purpose of continuing the battle that your ancestors couldn't finish. This is not one of those. For the barbarian tribe of Kiliganjaroo, their unique rites of passage allow their son and daughters to carry their ancestors into battle with them in an unusual way.

You gain a +2 bonus to attack and damage rolls made with this magical battleaxe. In addition, as a bonus action, you can call forth the spirits of your ancestors and call them to aid you in combat. For 1 minute, immediately after hitting a creature for the first time on a turn with a melee attack using this magic weapon, you can target a second creature that you can see within 30 feet of the first. No action is required.

The creature has to succeed on a DC 15 Dexterity Saving throw or take 4d6 necrotic damage as flying phantasmagorical skulls fly to strike it. The creature takes only half the damage on a successful save. You can use this ability a number of times equal to your wisdom modifier, and it recovers all expended uses when you finish a long rest.

A skill is never forgotten. Once a day, you can commune with the spirits in your axe to learn from them in a time of need. Choose one skill or tool proficiency that you lack and gain it. You lose this proficiency when you finish a long rest.