

## PRINT-AND-PLAY



**CAVEMAN'S GREATCLUB**  
UNCOMMON GREATCLUB

### CAVEMAN'S GREATCLUB

Weapon (Greatclub), uncommon (requires attunement)

This magic weapon is indistinguishable from a regular wooden greatclub. Its true magic properties can only be spotted by spells like Detect Magic or Identify. When you enter your rage, you may awaken the magic powers of this weapon. The effect last for 1 minute unless you decide to end it early or you're no longer in rage.

While it's awake, when you hit a creature for the first time each turn with this magic greatclub, it takes an extra 1d6 thunder damage.

You can spend an action and one charge of this weapon to point the greatclub in a chosen direction and fly in a straight line for up to 90 feet before falling to the ground. This movement does not provoke opportunity attacks. When you arrive at the new space, you can make an attack roll with advantage against a creature within 5 feet of you as a part of the same action. On a hit, the target takes an extra 2d6 thunder damage.

This magic greatclub has three charges and regains all its expended uses every day at dawn.