

PRINT-AND-PLAY



CAVEMAN'S GREATCLUB
RARE GREATCLUB

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Weapon (Greatclub), rare (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. **You gain a +1 bonus to attack and damage rolls made with this greatclub.** When you enter your rage, you may awaken the magic powers of this weapon. The effect lasts until you're no longer in rage.

When you hit a creature with this magic greatclub, it takes an extra 1d6 thunder damage.

Battlecry. When you enter your rage, you may choose to expend a charge of this weapon and release a mighty battle cry, no action required. Each creature in a 15-foot cube originating from you must make a DC 15 Constitution saving throw. On a failed save, a creature is stunned until the end of its next turn.

Caveman's Tackle. 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 4d6 thunder damage.

A tool for every need. You can expend a bonus action and one charge of this weapon to magically transform it into a set of tools you need. The effect lasts for 10 minutes or until you dismiss it. For the duration, if you are not proficient with that set of tools, you gain proficiency with it.

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