



DRIZZT'S ARMORY
WEAPONS
OF WAR



Drizzt's Armory

The world of Faerun is vast and full of dangers. In every realm within Faerun there are heroes and villains. One such hero is the drow ranger known as Drizzt.

Aegis Fang

Weapon (warhammer), legendary, requires attunement

This +1 warhammer has a beautiful mithral head, an adamantite shaft, and a diamond coating that makes it ignore resistance to bludgeoning damage. The weapon is imbued with *returning* (range 50/100). Aegis Fang is especially attuned to you – at 5th level and every 5 levels thereafter, Aegis Fang's bonus increases by +1 (for a maximum of +5 at level 20).

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).



Blood Hammer

Weapon (warhammer), legendary, requires attunement

This warhammer is always found with drops of dried blood which can never be wiped off. As part of the attunement requirements, you must place 1 drop of your blood on the warhammer, which permanently stains it.

Wielding this warhammer instantly grants you darkvision up to 60 feet. Furthermore, the weapon is imbued with additional powers, based on your race. When wielding this weapon, you gain one of the following:

Human: You instantly gain a +1 bonus to all skill checks; this bonus is double for any skill you are not normally proficient in.

Dragonborn: You can use your Breath Weapon twice before needing a short or long rest.

Dwarf: You instantly gain a +2 bonus to all Constitution checks.

Elf: You gain an awareness of your surroundings and an improved perception. You gain a +2 bonus to all Wisdom checks.

Gnome: You instantly gain a burst of speed; your base speed increases by 10 feet.

Half-Elf: Half-elves are unique as they gain all the bonuses of the elf and human when wielding Blood Hammer.

Half-Orc: You will feel at one with your soul when wielding this weapon; when using this weapon, you score critical hits on a naturally rolled 19-20.

Halflings: You feel the magic of chaos and order around you. Once per short rest, as a bonus action you may make an attack with this weapon; if you do, the attack has Advantage.

Tiefling: Once per short rest, as a bonus action you may make an attack with this weapon; if you do, this attack deals fire damage.

Other: Whenever an opponent scores a critical hit against you, they must reroll their attack.

Darkvision: Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.



Charmed Blade

Weapon (any slashing), very rare, requires attunement

This +1 blade is made of wood with a comfortable bronze handle. Three times per long rest you may add a +1d6 to your attack roll when using this weapon as part of an attack.

You may choose to add this bonus dice after you see the results of your d20 attack roll; if you do, it becomes +1d4 instead.

Death Fist

Wondrous Item (gauntlets), rare

These gauntlets are lined with copper, but are mostly green. As an action, you may create a large mystical hand within 50 feet that appears over a 15x15 foot area. The hand immediately slams to the ground dealing 6d6 points of bludgeoning damage to anyone underneath it. Those caught in the slam may attempt a Constitution save (DC 15) for half damage. A creature that fails this save is knocked prone.

You may create this mystical hand once per long rest.

Prone: A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Elminster's Tears

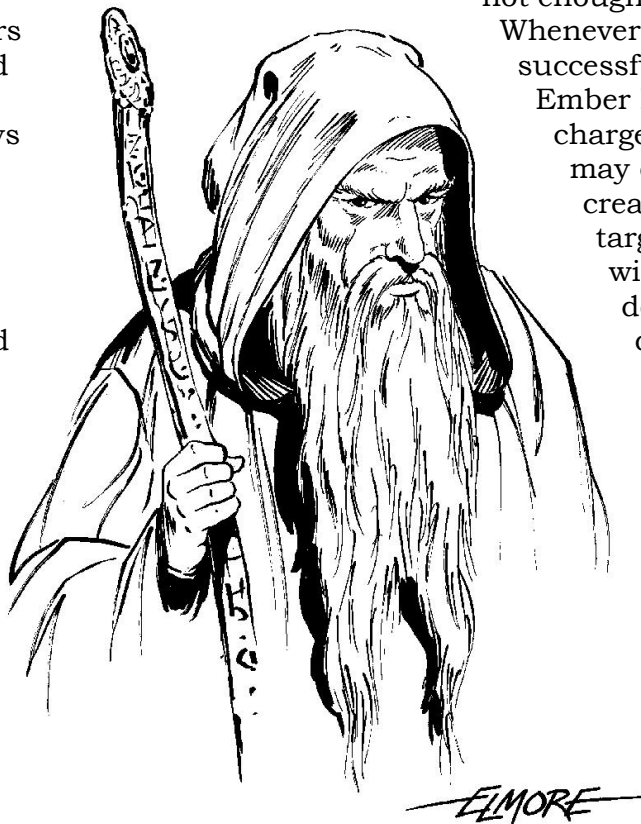
Weapon (any bludgeoning), rare, very rare

This +1 weapon often has etchings of a bird on its handle; the etching shimmers with color when held in direct sunlight. When found it always contains 1 charge.

Whenever a spell targets you, as a reaction you may expend 1 charge and make an Intelligence check (DC 12). On a successful check, you command the spell to redirect back to the original caster.

If the spell required a spell attack roll, you may choose to do this after the attack roll result.

One expended charge is regained daily after a long rest. The rare version of this weapon holds a maximum of 1 charge and the very rare version holds a maximum of 3 charges.



Ember Blade

Weapon (any piercing or slashing), rare, require attunement

This +2 weapon is hot to the touch, but not enough to burn you.

Whenever you make a successful attack with the Ember Blade, it generates 1 charge. As an action you may expend 5 charges to create a bolt of fire which targets any creature within 50 feet. The bolt deals 2d8 points of fire damage (Dex save DC 15 for half damage). The Ember Blade is always found with 2d8 charges and holds a maximum of 20 charges.

Alternatively you may expend 10 charges to do this as a bonus action. The Ember blade will not generate a charge for self-inflicted wounds.

Heavenly Mace

Weapon (mace), very rare

This +1 mace is black in color, weighs exactly 1 pound, and glows blue in the presence of undead creatures. When you use this mace to strike an undead creature, there is a 25% chance it will deal 4x damage; this increases to 100% on a critical hit.



IcingDeath

Weapon (scimitar), legendary

This +3 scimitar has a black handle, its blade is silver with a diamond edge, and it's always found with 20 charges. The sword gives you resistance to fire. As a bonus action, you may expend 1 or more charges for the following effects:

Cold Smite* (1 charge): you imbue your next attack with cold damage.

Demon Smite* (1 charge): your next attack deals an extra 1d10 damage against demons and devils. You may expend 2 charges instead of 1 for this ability; if you do, the extra damage increases to 2d8.

Defending (3 charges): you gain a +2 bonus to AC until your next turn.

Fire Walker (10 charges): you gain immunity to fire for the next 3 rounds.

*A missed attack will have used up the ability.

Expended charges are regained at the rate of 1 per short rest.

Impiltur's Purifier

Wand, rare

This crude wand has nothing particularly remarkable about it, except for the blue tip that glows when held in water. Legend says that this wand was used by the ancient bakers of Impiltur, who were known to make extravagant confections. When you touch this wand to a decaying block of cheese, half of it will disappear and become a single charge, stored within the wand. The other half of the food will reconstitute itself so that it is perfectly edible.

As an action you may expend one charge to create an explosion of cheese-like gas, impacting all creatures within 10 feet of you. Creatures caught in this explosion (including you) must make a successful Constitution check (DC 15) or be dealt 2d6 points of poison damage; you gain Advantage on this check.

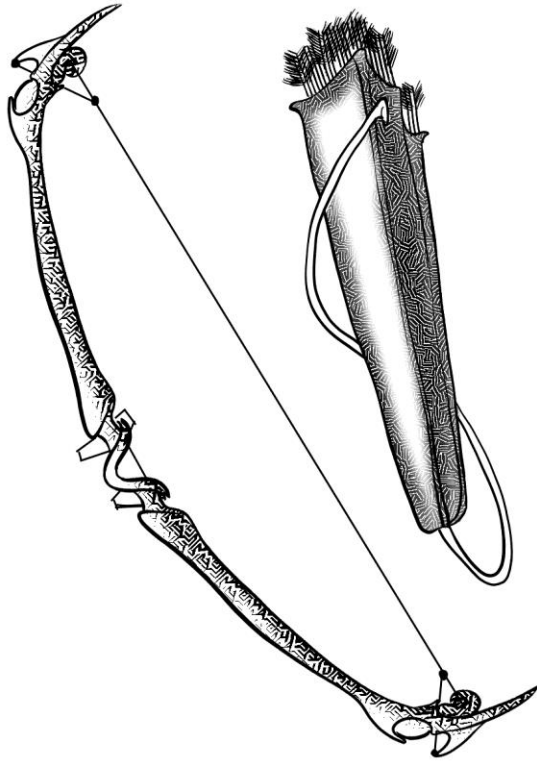
DM's option: The wand holds a maximum of 4 charges.

Khazid'hea

Weapon (longsword), legendary

It is said that this +1 sword glows faintly red when first held and is sharp enough to cut stone. The sword itself is able to pass through any natural armor, natural or manmade -- this weapon ignores resistance to slashing damage.

When making a melee attack with Khazid'hea, you gain a +3 bonus to your attack roll if the target creature is wearing any armor (even natural armor).



Mirabar Mace

Weapon (any piercing), rare, requires attunement

This green +1 mace is scaly, and feels alive when held. Once attuned, the mace immediately deals 3d4 points of damage to you, it turns your blood green, and it makes your skin scaly; you gain a +1 bonus to AC and a -4 to Charisma.

As a bonus action you may spit acid on an adjacent creature, dealing it an amount of acid damage equal to 2d4 + half your level (Dex save DC 18 to avoid). You may do this once per short rest.

You remained attuned to the Mirabar Mace until the curse can be lifted. Once lifted, you will no longer be attuned, your scaly skin returns to normal, your bonus to AC will fade, and your normal Charisma score will return at the rate of 1 per day.

Neverwinter Bow

Weapon (bow), very rare, requires attunement

This +1 bow has faint red color on the surface, and feels like it could break in your hands. It is always found with 3 charges; each spent charge is regained daily at dawn.

As a bonus action you may expend one charge to imbue your next nocked arrow magical aura. If the arrow hits its target, deal the damage and roll a d20 for an additional effect:

1d20	Effect
1-10	Dazed: target's next attack is with Disadvantage.
11-15	Boom: deals additional 2d6 thunder damage
16-19	Marked: for the next 3 rounds, its AC is decreased by 1.
20	Whittled: death magic flows through the creature's body. The creature loses exactly half of its current hit points (Constitution Save DC 20 for half the effect).

Quiver of Anariel

Wondrous Item (quiver), legendary

This magical arrow quiver is made of leather laced with elven hair. It always contains 20 arrows that have a +1 bonus to attack and damage rolls, immediately replenishing itself after each one is pulled out. The arrow must be used within 1 minute or it turns to dust.

The Quiver of Anariel has a distinct synergy with the legendary bow, Taulmaril. If an arrow from this quiver is nocked in Taulmaril, the arrow becomes sharper – it deals a critical hit when a natural 18-20 is rolled.

Spear of Myth Drannor

Weapon (spear), rare

This sturdy +1 spear is made of ancient elm and is smooth to the touch. Any creature hit with this weapon must make a successful Constitution save (DC 16) or it begins to bleed. The creature may attempt a new save at the end of each of its turns to end the effect. Once it makes a successful save, it cannot *Bleed* this way again for the rest of the encounter.

Bleed: At the beginning of its turn, this creature takes 1d4 points of poison damage.

Taulmaril the Heartseeker

Weapon (bow), legendary

Once belonging to the human Catti-brie, this +3 bow is made of dark polished wood. Whenever you strike an opponent with this weapon, it must make a successful Constitution save (DC 16) or it becomes *staggered* on its next turn.

Furthermore, the bow deals double damage against constructs.

DM's option: for lower level players, reduce Taulmaril's bonus to +1 and reduce the DC to 10.

Staggered: The creature can only move half its normal speed.



Torm Ring

Ring, rare (requires attunement)

This mundane copper ring shimmers with gold and silver when in direct sunlight, and can only be worn by those of lawful alignment. If you are not lawful, the ring deals 1d4 points of radiant damage each minute it is worn.

As long as you have a free hand, as a bonus action, you may generate a mystical shield, which you will immediately wield.

As a bonus action you can create an explosion of light in a 30 foot radius. Chaotic creatures bathed in this light are dealt 2d6 points of radiant damage (Intelligence save DC 15 for half damage). If the creature is undead, it is dealt an additional 1d6 points of radiant damage. You create this explosion of light this once per short rest.

Twinkle

Weapon (scimitar), legendary, requires attunement

This +3 scimitar has a silver blade with a star-cut azure sapphire on its pommel and always contains 3 charges when found. Whenever an opponent makes a successful attack against you, as a reaction you may expend 1 charge to force them to reroll. If the attack was a critical hit, it costs 0 charges to do this.

One expended charge is regained daily at dawn or if you strike a critical hit with this weapon.



Wand of Delzoun

Wand, uncommon, rare

This wand is crude to the touch, and always worn down from decades of use. Three times per day you can use the wand to touch a container that holds up to one pint of water, which will instantly turn it into Dwarven Ale.

When creating Ale this way, the DM secretly makes a Wisdom check to determine the quality of the spirits (the player never knows the results unless it is Superior Ale):

Wisdom

Roll Result

01-04	Bad Ale, but tastes like good quality ale. One hour after consuming, make a Con Save (DC 20) or vomit and take 1d6 damage.
05-16	Good Quality Ale.
17-19	Excellent Ale. Advantage on first save vs Fear for next 12 hours.
20+	Superior Ale. Advantage on all saves vs Fear for 12 hours.

DM's option: the player may attempt to turn water to Ale three times per day.

Rare version: Each time the wand creates Superior Ale, one charge is generated and stored within the wand.

As an action you may expend one charge to fire a bolt of water from the wand and target a creature within 60 feet. You must make a spell attack roll* to hit the target, which deals 3d4 points of force damage.

*You may use your INT, WIS, or CHA bonus, whichever is higher.

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