



BLOOD OF THE IMMORTALS  
**THE TAIRNORD**  
A NEW WARLOCK PATRON

# CREDITS

Written by Cameron Day and Stephen  
Cinquegrano III

Edited by Kai Linder

Original Art by Erin Anderson

Backgrounds and Assets from Wikimedia  
Commons and Canva

Layout by Cameron Day

Published by Daylight Publications

Blood Of The  
IMMORTALS



## LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica, Theros, Arcavios and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2022 by Daylight Publications and published under the Community Content Agreement for Dungeon Masters Guild.

# THE TAIRNORD

Just as many warlocks find magic and power within ancient blades buried away, so have many others found even greater power within other mystic weapons - tairnords. Seen amongst numerous cultures, these thunderous hammers and mallets are symbols of storm and lightning and pure passion. Wielded by the likes of Dis Pater, Zeus, Thor Odinson, Chaac, and other deities, tairnords are millennia-old artifacts that when found crackle with power.

## THE GIFT OF THE TAIRNORD

Work with your Dungeon Master to establish how you got your tairnord, and what it looks like. It must be a bludgeoning weapon of some form, whether a mace or club or warhammer or boomerang - it must deal bludgeoning damage. Whatever its base form, it gains an additional 1d6 lightning damage to any melee attacks. You may throw your tairnord at a target within 20 feet for a ranged attack, which halves any damage dealt.

At 10th level, your tairnord gains a number of charges equal to your Charisma modifier. By spending a charge, you may cast Call Lightning. These charges refresh at dawn. However, if it is a stormy day outside, roll a d20 each time you would use a charge. If the roll is above 16, you do not lose the charge, but if it is below 16, you lose the charge.

As long as you are holding your tairnord or have it on your person, you have access to all your abilities. Should you be separated from it longer than one minute, you take a level of exhaustion. After that minute, every day you are without your tairnord, you take another level, which cannot be cured by a long or short rest.

## LIGHTNING SPEED

Lightning runs through your veins, both literally and metaphorically. At first level, you can take the Dash action as a bonus action. Additionally, your movement speed increases by 5 feet, and increases by an additional 5 feet at 5th, 10th, 15th, and 20th level. You cannot gain this benefit if you are wearing armor.

## STATIC CHARGE

The more you move, the higher the power you can output. At first level, if you move at least 30 feet before casting a spell on your turn, you gain a +1 bonus to damage rolls with that spell. If the spell deals lightning or thunder damage, you gain an additional +1 bonus to the damage roll.

At tenth level, your Static Charge feature improves, granting you a +3 to the spell damage roll when you move at least 30 feet. If the spell deals lightning or thunder damage, you gain an additional +3 bonus to the damage roll.



## HAVE AT THEE!

At 6th level, the tairnord enhances all of your spells, dragging damage with it. As an action you may cast a spell through your tairnord that targets a single creature by throwing your tairnord at them. Should the spell hit successful, you may direct your tairnord towards a target within 30 feet.

The second target takes damage equal to half the damage taken by the first target, rounded up. You may direct your tairnord toward another target an additional time when you reach 10th level. This target takes damage equal to a third of the first target, rounded up.

## WRATH OF THE STORM

At 10th level, you are able to summon forth a thunderstorm around you once per short rest. The storm has a 30-foot radius centered on you, any creature that moves through the storm has their movement speed halved, and if they end their turn within the storm they must roll a Dexterity saving throw or take a number of d10s in lightning damage equal to your proficiency modifier.

At 14th level, the radius of the storm increases to 40 feet.

## MASTER OF THE TAIRNORD

At 14th level, you are able to tap into the deep strength of your tairnord and unlock the power of the god who once wielded it. Once per long rest, you may spend all the charges in your tairnord to transform into a **storm giant** avatar of the god whose tairnord you wield (work with your DM on flavor for this depending on the thunder or storm god you choose).

You remain in this form for one minute, and when you leave this form you must roll a DC 18 Constitution saving throw. If you pass, you go unconscious - not losing any HP - for 1 round and awaken after that round.

If you fail, you take two levels of exhaustion, and fall unconscious until someone can revive you. You are stable, but cannot be awakened from the stupor you are in unless by an ally.



