

DWARVEN WEAPONS

Some of the strongest weapons in existence are also some of the most ancient. Although smithing and weapon enchanting skills have flourished as the mage colleges have grown and the empire has expanded, the craftsmanship of ancient dwarven weapons is something to be envied. There may be more desired weapons to be had, but it cannot be argued that for a weapon to be thousands of years old and still hold its edge is an impressive feat.

Dwarven metal is famous for its ability to never rust. It has a very dull golden color that makes it easy to confuse with simple bronze. This color gave the dwarven weapons and armors a very luxurious look and made them highly desirable before the elven weapons flooded the weapon markets. If one can somehow come across an enchanted dwarven weapon they are even more in luck.

ARMOR CLEAVER

Weapon (Greatsword), rare

This massive sword is just as heavy as it looks. The 6ft long blade is as tall as most men and can be used to cleave them in two. The blade has a blackened hue from the constant beating of new metal layers into it during the forging process. Do to the amount of layers, the blade is incredibly dense. The sharpness, combined with the density, is the reason dwarves who wielded these blades were feared by heavily armored opponents.

You gain a +1 bonus to attack and damage rolls. In addition, you gain advantage on attack rolls against targets wearing heavy armor or carrying shields

HANDAXE OF SCALING

Weapon (Handaxe), Uncommon

Many thought dwarves were like a fish out of water when they weren't digging in the rock beneath their mountain kingdoms, this assumption was far from correct. The dwarves not only prided themselves as masters of the earthen depths, but also masters of their loftier domain. They crafted climbing axes to assist them with protecting their mountain peaks. These were not only weapons, but tools, and they were crafted in a completely utilitarian manner.

You gain a +1 bonus to attack and damage rolls. If the wielder has a pair of these handaxes, that creature has advantage on all rolls to climb while using the handaxes. In addition, these axes have a superior gripping surface on their handle and are impossible to let go of against the wielder's own will.



DARK ASSASSIN

Weapon (Dagger), Very Rare

A simple dagger with a far more sinister purpose than it gives. The dagger is almost indistinguishable from other dwarven daggers except for the thin black chain that circles the hilt. This dagger was used by assassins who didn't believe they should kill with flair. They believed that killing someone in the dark is shameful, and one should not take pleasure from it.

This dagger has 3 charges of invisibility, and it regains 1d4 expanded charges daily. If you expand the daggers last charge roll a d20. On a roll 10 or less the dagger turns into a normal dagger. On a 1 the creature wielding the dagger turns invisible for 1d4 months and the dagger is destroyed.

CLOCKWORK BOW

Weapon (Longbow), Uncommon

A clockwork bow is one of the greatest examples of dwarven engineering and ingenuity. At a distance the bow looks similar to a normal longbow, but upon closer inspection one can see the intricate gears and pulleys constantly moving to stabilize the bow. It is extremely important to keep this bow clean otherwise dirt and grim can build up in the mechanism and decrease its usefulness.

With this bow you gain a +1 bonus to attack and damage rolls. You may spend a turn using the telescoping sight on the bow to aim at a target. On the turn after aiming you gain advantage on attack rolls against the chosen target. The advantage gained from a sighted target is canceled with disadvantage from a target outside the bows normal range



SKULLCRUSHER OF THE MOUNTAIN

Weapon (Mace), Rare

A weapon of pure brutality, the Skullcrusher was made with the specific purpose of killing enemies with one blow. It has a slightly longer handle than other maces in order to provide the additional torque needed to end a creature's life instantly. The mace is dimpled to allow for a more aerodynamic swing, and seven short spikes are planted at the end to focus the force to a small point. Rumor had it that it the mace had originally been designed by a dwarf who had gone mad from a romance gone badly. The dwarf went by the name of Johnathon of the Colt, and it is said that he thought of nothing but death after his love refused him.

You gain a +2 bonus to attack and damage rolls while in mountainous terrain. Bards gain this bonus regardless of terrain while wielding this mace. If a 20 is rolled for attack and the creature is has less than 50 health that creature is killed automatically.

GIANT'S END

Weapon (Longsword), Very Rare

There was a time when the giants encroached upon the dwarves strip mining lands. This would not be tolerated. The dwarves forged weapons with giant's blood to slay the giants. Legend says that a weapon forged with the blood of a particular creature will be forever drawn to that particular creature and thirst for more of what it is made of.

You gain a +1 bonus to attack and damage rolls against all creatures and +3 to attack and damage rolls against giants. This sword's weight will noticeably increase by 3lbs when giants are in a 3-mile range, warning the wielder of the giant's presence.

BLASOSHPING

Weapon (Warhammer), Legendary

Legend states that a dwarven chieftain, of the clan Rourken, threw this incredibly light hammer across the land and moved his clan to wherever the hammer landed. The hammer was a symbol of great power to the dwarven clan until it was lost by the chieftain. The chieftain threw the hammer one migration season, and threw it so far that the clan was never able to find it. The clan was supposedly cursed to wander the land forever until they found the hammer's final resting place.

This hammer is unnaturally light, allowing the wielder to make an additional attack when used. In addition to this, it drains 1d8 damage from the target on each successful hit. This drained damaged is absorbed by the attacker and added to their total health.

THE ELEMENTAL SUNDERED

Many years ago four dwarven princes forged a battleaxe so powerful they were able to conquer on a whim whomever they desired. Although each prince gained land and power from the ax, they were simultaneously severing their friendship just as the axe severed kingdoms. Realizing this, the princes went back to the forge and separated the axe into four separate weapons that each encompassed a key aspect of the original weapon.

The individual weapons were powerful on their own but the power could not even compare to the power of the original weapon. If all four of the elemental axes were to be gathered, they could once again be reforged by the magic of the original forge where they were split.

ICE - DIAMOND PARASHU

Weapon (Battleaxe), very rare

When you hit with an attack the target must make a DC 15 Constitution saving throw. On a failure, one of the creature's limbs is frozen in place and immobilized. If the target takes any additional damage while its limb is frozen it must make another DC 15 Constitution saving throw. On a failure, the frozen limb shatters into thousands of pieces and they take 4d6 cold damage.

FIRE - RUBY SPLITTER

Weapon (Battleaxe), very rare

You gain a +1 bonus to attack and damage rolls. In addition When you hit with an attack the target takes an extra 1d4 fire damage. In addition, this sword can cut through any stone in one swing.

POISON - EMERALD SAGARIS

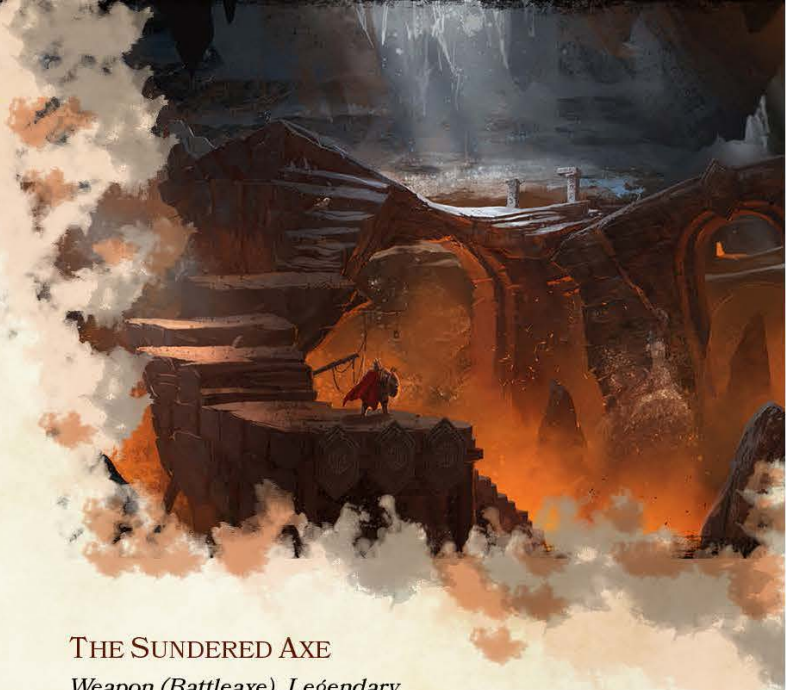
Weapon (Battleaxe), very rare

When you hit with an attack, target also takes 1d4 acid damage. The target must make a DC 15 Constitution saving throw. On a failure, the creature is poisoned.

LIGHTNING - SAPPHIRE BROADAXE

Weapon (Battleaxe), very rare

When you hit with an attack, target also takes 1d6 lightning damage. When you hit an aquatic creature that creature takes an extra 2d10 lightning damage.



THE SUNDERED AXE

Weapon (Battleaxe), Legendary

This weapon can only be attained by reforging it with all four of the elemental axes. The reforging can only take place at the original forge. The process takes approximately four days, and the one forging may not stop the forging process once it starts or they risk being consumed by the powers of the forge. At the end of the four days the forger must make a Constitution saving throw. On a roll of 10 or higher the final hammer blow on the anvil was successful and The Elemental Sundered has been successfully brought back together. On a roll 2 to 9 the forging process was not successful, and the four axes are magically teleported to their original resting places. On a roll of 1 the forging results in catastrophe, each creature in the forging area takes 20d12 damage from the elemental explosion, and each creature within a 5 mile radius of the forge takes 10d12 damage.

A successfully reformed axe contains the properties of each of the four elemental axes. One power may be used per attack. In addition to this, the axe has the ability to send a beam of elemental energy furling from its edge. This beam of energy hits all creatures in a 500ft straight line. Each creature in the beam's path takes 10d10 elemental damage of the wielders choice. This ability may be used once per day.

CREDITS

Created by - Tom Cantwell

<https://sparkybard.wordpress.com/>

Twitter - @BeskarTom

Art Credits -

Weapons - Bethesda Softworks

Heretic Composite Bow Arrows - Samouel

Dwarven Cavern - artofjokinen