



THE ARCHFEY'S REBUKE

Legendary Dagger. *The Archfey does not rebuke with words. Anyone favored by the Archfey may attune to this weapon.*

NOW YOU SEE ME, NOW YOU DON'T

(Prerequisite attunement) This weapon can be thrown up to 60ft without penalty. Upon completion of a throwing attack, the blade always reappears magically in the wielders hand. Throwing the dagger is a completely silent action and can be done in stealth.

FEY HOSPITALITY

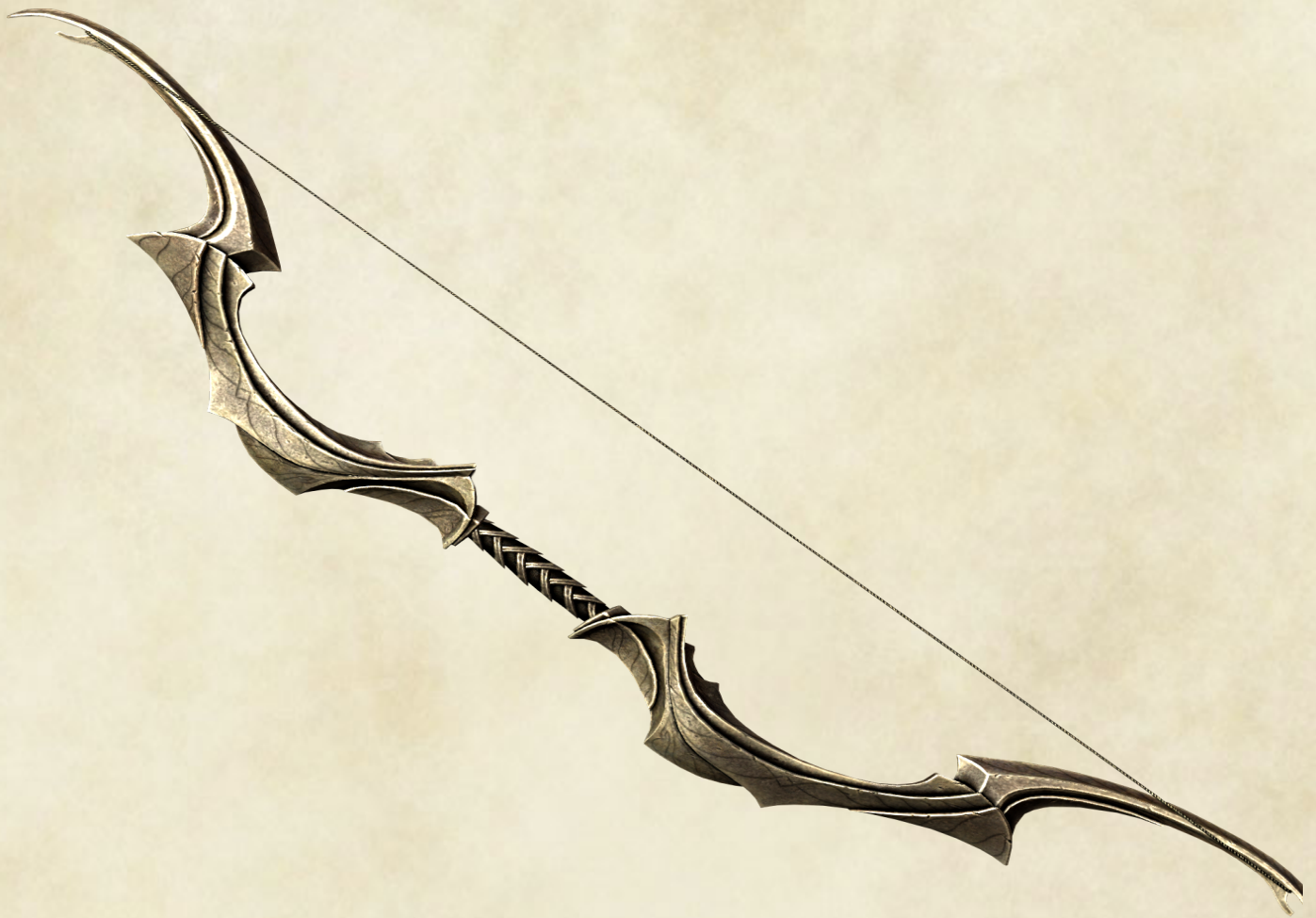
(Prerequisite attunement) A successful attack with this weapon deals an additional 1d6 poison damage.

COMMUNE WITH THE SOURCE

(Prerequisite attunement) The wielder may perform a blood rite to astrally project themselves before the Archfey. The ritual takes 8 hours and deals 10 piercing damage to the wielder.

STATS

- Dexterity as the attack modifier.
- Weighs 1lbs.
- 1d4 piercing.



BOW OF THE QUROCBASIN

Legendary Longbow. *A bow passed from generation to generation between the head of the Qurocbasin family and the heir apparent. When wielded by either, the wielder may attune to the weapon.*

ANCESTRAL GUIDANCE

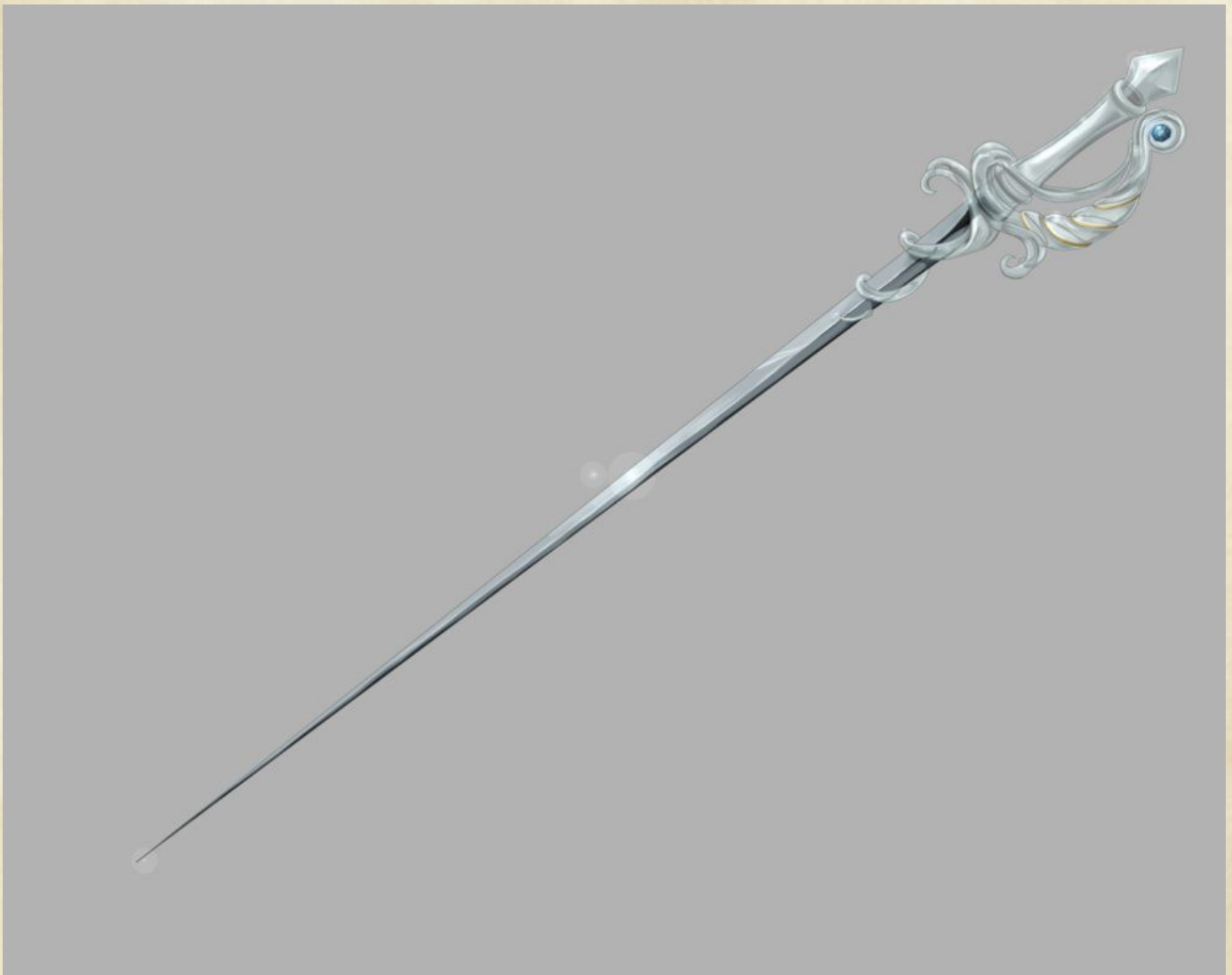
(Prerequisite attunement) Attacks with this weapon do not suffer from range penalties for any range below the maximum range. Moreover, attacks with this weapon are unaffected by half-cover penalties, and three-quarter-cover penalties are reduced to +2 AC increase.

LEGACY OF SHARPSHOOTERS

(Prerequisite attunement) Once every ten minutes, the wielder's concentration grants unnatural success. The wielder announces a target and concentrates until the beginning of their next turn. If the wielder's concentration is not interrupted during this time, the wielder may use a bonus action to deal an unnatural critical hit to the target before their next action, i.e., the target's AC is ignored and it is treated as though the wielder rolled a 20 on their attack.

STATS

- Dexterity as the attack modifier.
- Weighs 3lbs.
- 1d8 piercing.



ARENTALASVERTH

Legendary Rapier. *A sword gifted by the twin gods of Truth and Deception, Ar and Tal. When wielded by a someone favored by these gods, the wielder may attune to the weapon.*

WHITE LIES

(Prerequisite attunement) The wielder of this weapon gains the Minor Illusion cantrip. The wielder does not require any material components for this cantrip.

VANISHING RIPOSTE

(Prerequisite attunement) As a reaction to an attack from an enemy wielding a simple, martial, or exotic weapon, the wielder may roll 1d8. The wielder may choose to apply the result of this roll as piercing damage to the attacker. If the attacker has landed a successful hit, the wielder may *instead* choose to reduce the damage dealt by the attacker up to the result of this roll.

STATS

- Finesse. The wielder may choose either strength or dexterity as the attack modifier.
- Weighs 3lbs.
- 1d8 piercing
- Gilded in silver.



STONE COLD STUNNER

Legendary Warhammer. *Beautifully etched caligraphic Evlish script winds around in a spiral on each face of the warhammer. It reads: 'Tis the bottom line, as Stone Cold doth sayeth so.' It was gifted to Steven Austin by the head of the Tyr'n temple in Neverwinter as he continues on his journey through the wide world to spread the words and deeds of Tyr. When wielded by a devout follower of Tyr, the hammer can be attuned to its user.*

STATS

- Hits with strength modifier
- Weighs 40lbs.
- 1d10 bludgeoning

MASSIVE

The hammer is so huge that it can only be wielded by someone with a strength of 16 or greater. Even when wielded by such a mighty warrior, it requires the use of two hands to wield.

COLD SNAP

(Prerequisite attunement) On a successful hit, the Stone Cold Stunner deals an additional 1d4 cold damage.

AUSTIN 3:16

(Prerequisite attunement) Once per rest, the Stone Cold Stunner can be used to strike the ground and target a 15ft. line in front of the wielder. The ground in this line explodes with light and flying bits of consecrated ground. If the ground strikes a creature it takes 1d12 radiant damage and is healed for 1d12. The wielder rolls a single d20 for each creature against their AC to determine if they are hit by the explosion. Before striking the ground the wielder can choose which of the two effects are favored by his intent. For whichever they choose the damage/heal die is rolled with advantage, and whichever they do not choose is rolled with disadvantage.