

## WEAPON MASTERIES (214)

- **Greataxe**
  - *Cleave*
    - Limit: Once per turn
    - Condition 1: Hit a creature with a melee attack roll using this weapon
      - Condition 2: Against a second creature within 5 feet of the first that is also within your reach.
        - Result: Make a melee attack roll with the weapon.
    - Damage: Only add negative modifiers to damage.
- **Battleaxe**
  - *Topple*
    - Condition 1: Hit a creature with this weapon.
      - Condition 2: Constitution Saving Throw: DC = (8 + Attack Ability Mod. + Proficiency Bonus)
        - Result: Creature is Prone (372)
- **Handaxe**
  - *Vex*
    - Condition 1: Hit a creature with this weapon and deal damage to the creature.
      - Condition 2: On your next attack roll against the creature before the end of your next turn.
        - Result: Advantage
- **Scimitar**
  - *Nick*
    - Limit: Once per turn
    - Condition 1: Take the extra attack of the Light property (213).
      - Result: Make it as part of the Attack action instead of as a Bonus Action.
- **Whip**
  - *Slow*
    - Condition 1: Hit a creature with this weapon and deal damage
      - Result: Reduce creatures speed by 10ft. until the start of your next turn.