

Cleansing Axe

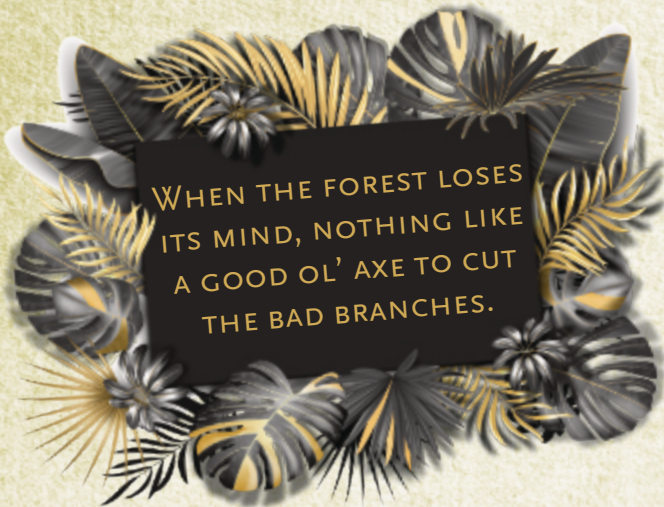
handaxe, rare

These axes were forged with the help of dryads. The fey were losing their forest to the rampant corruption of the Blight and made a deal with mankind. Human settlements would provide the steel, and dryads the wood and magic. The resulting weapon gave them both a most necessary edge against the evil entity.

While wielding this magic handaxe, you have a +1 bonus to attack and damage rolls made with it.

When you hit with a melee attack using this weapon, it deals an extra 1d8 damage if the target is a plant or an undead.

Cleansing Flames. Once per day, as a bonus action you can activate the lingering power present within this axe. For 1 minute the cleansing flames of the axe surround you. You gain resistance to fire damage and the axe deals an additional 1d8 fire damage on a hit. In addition the flames purify you, you can't be poisoned or diseased for the duration. If you are poisoned or diseased when you activate the flames, the condition ends.



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Bone Saw

handaxe, rare, requires attunement

The endless armies of the Blight could now use their dead as weapons.

Forged from the fragmented bones of undead, this weapon carries a malicious intent.

While wielding this magic handaxe, you have a +1 bonus to attack and damage rolls made with it. When you hit with a melee attack using this weapon, it deals an extra 1d8 damage if the target is a fey or a humanoid.

Corrupted Roots. Once per day, as a bonus action you can activate the lingering power present within this axe. The corrupted life of the axe surrounds and defends you. Each creature in a 10-foot radius centered on you must succeed on a DC 15 Strength saving throw or be restrained by roots that emerge from the hilt of the axe. This effect lasts 1 minute and ends early if you move from your position. A restrained creature can make a DC 15 Strength check as an action. On a success, the target escapes and is no longer restrained by the roots.

This item comes with one of the following curses.

Curse: Blinding Hunger. When the saw tastes the blood of a fey or humanoid it will thirst for more. Once you deal damage to a humanoid or fey, until that target dies, you have disadvantage on attack rolls against any other creatures.

Curse: Blood Drain. If you are a humanoid or fey and wield this weapon, you awaken its blood-thirst. Each time you deal damage to a fey or humanoid with that weapon, you also take 1d8 slashing damage, as the blade feeds on your blood.