



## MJÖLNIR

Weapon (warhammer), artifact (requires attunement)

Mjölfnir (pronounced myol-neer) is the hammer of Thor, the Norse God of Thunder. Often, Mjölfnir is depicted in Norse mythology as one of the most powerful weapons ever created, "capable of leveling mountains." (Mjölfnir - Wikipedia). In some stories, Mjölfnir can only be wielded by a creature of good alignment, deemed "worthy" by Odin the All-Father.

**Magic Weapon.** Mjölfnir is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. On a hit, the hammer deals an extra 1d10 lightning damage plus 1d10 thunder damage.

**Random Properties.** The hammer has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

**Blessings of Odin.** If you are attuned to the hammer, you gain the following benefits:

- You have immunity to lightning and thunder damage.
- You gain proficiency with History and Religion related to Norse mythology.
- Unless you or a high-ranking Norse deity such as Odin allows it, no other creature can lift Mjölfnir or attune to Mjölfnir until you become unattuned to it.

**Spells.** The hammer has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *call lightning* (2 charges), *chain lightning* (3 charges), *lightning bolt* (2 charges), *shatter* (1 charge), or *thunderwave* (1 charge). The hammer regains 1d4 + 3 expended charges daily at dawn.

While attuned to the hammer, Thor or a follower blessed by Odin can cast each of the hammer's spells using 2 fewer charges (minimum of 0).

**Flight.** While holding the hammer, you gain a flying speed of 90 feet. You cannot make attacks with the hammer while you are flying.

**Giant's Bane.** Attacks made with the hammer against giants are made with advantage.

**Hammer Toss.** You can throw Mjölfnir, allowing it to make multiple attacks against distant enemies. As a bonus action, make a ranged weapon attack against a creature within 60 feet of you. On a hit, the target takes the damage normal for Mjölfnir.

As a bonus action on your subsequent turns, you can move Mjölfnir up to 20 feet and repeat the attack against a creature within 5 feet of it.

You can continue to use Mjölfnir like this for 1 minute, after which point it immediately returns to your hand. If Mjölfnir is unable to return to your hand, it falls into the first available unoccupied space.

You can use this property three times, after which this property can't be used again until the next dawn. In the meantime, the hammer can still use its other properties.

**Destroying the Hammer.** The only way to destroy Mjölfnir is by damaging it with an equally powerful artifact of Norse origin. Otherwise, only Odin or a creature blessed by Odin (such as Hela) can destroy the hammer, doing so at will. Until Ragnarok comes, Mjölfnir reforms and regains its power in 1d100 years.

