



THUNDERBLIGHT AXE

Legendary Weapon: Great Axe; requires attunement by a blue dragonborn

The legend tell the tales of a mighty axe forged from the blood of a blue dragon so powerful, he threatened the gods in their ascent.

THRAK SEABORNE

BONDED WEAPON

Once this weapon is attuned to a creature, it can only become attuned to another one if its current owner dies. This weapons shows more power as its owner gains levels, feeding on the energy coursing through their veins.

CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following effect:

Lightning's fury (1 charge). You infuse your inner lightning in the axe for one minute, losing your resistance to lightning damage to do so. While infused, It deals an additional 1d4 lightning damage on a hit.

CHARACTER LEVEL 4

The wielder gains a +1 bonus to attack and damage rolls made with this weapon. In addition this weapon now has 2 charges that it regains daily at dawn, and when you them to use the Lightning's fury ability, you don't lose your resistance to lightning damage.

CHARACTER LEVEL 8

While attuned to this weapon you have resistance to thunder damage. In addition this weapon now has 3 charges that it regains daily at dawn, and you can use some charges in a different way:

Overcharge (2 charges). you infuse yourself with electric energy, while this effect is active, you can use a bonus action on each of your turns to teleport up to 15ft. In addition when a creature damages you, you can use your reaction to make a weapon attack against that creature.

3 rounds after activating this effect, at the end of your turn, the ability ends and you take 2d8 lightning damage and are stunned until the end of your next turn, as the electricity escapes your body. Ignore this effect if you are immune to lightning damage.

CHARACTER LEVEL 12

The wielder gains a +2 bonus to attack and damage rolls made with this weapon.

This weapon now can hold up to 5 charges that it regains daily at dawn. In addition when you use the lightning's fury ability of the weapon the bonus damage becomes 1d8 instead of 1d4.

CHARACTER LEVEL 16

The wielder gains a +3 bonus to attack and damage rolls made with this weapon. While holding this weapon you are immune to lightning damage.

This weapon now can hold up to 7 charges that it regains daily at dawn. In addition you can spend 3 charges to gain the following benefit:

Reverberating jump (3 charges). You teleport to a point that you can see within 120 feet. This creates a line of thunderous energy between your point of origin and arrival. All creatures within 10 feet of that line must succeed a DC 19 Constitution saving throw or take 4d8 thunder damage and be pushed back 10ft. They take half as much damage on a success, and are not be pushed back. The thunder can be heard from up to 300 feet away.

