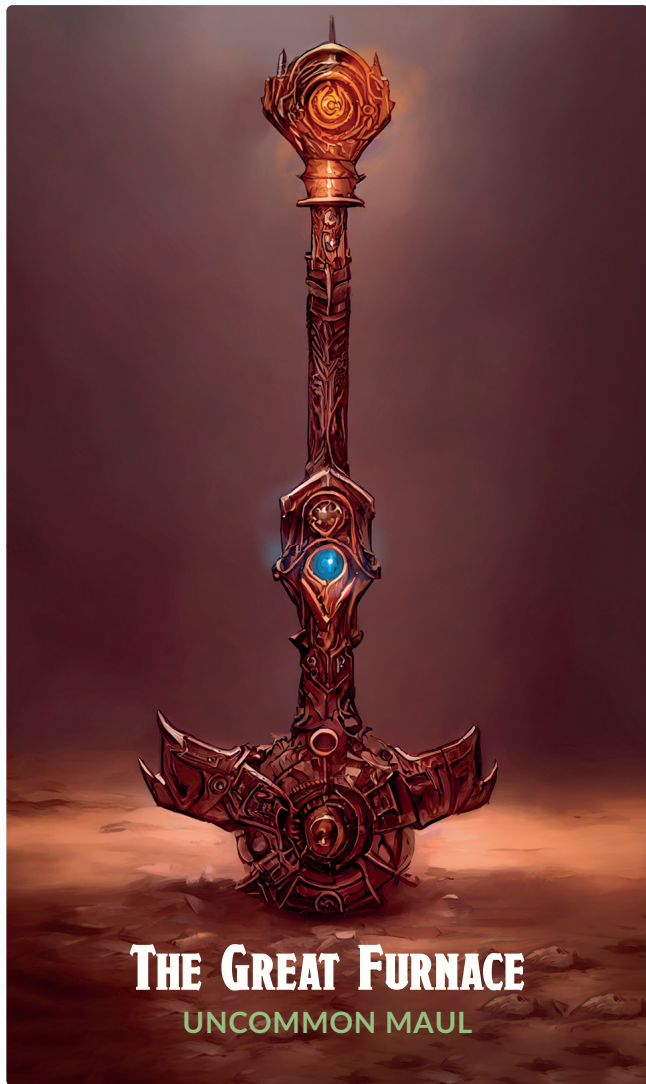


PRINT-AND-PLAY



THE GREAT FURNACE

Weapon (maul), uncommon (requires attunement)

This Maul is built with an intricate pressure system fueled by elemental gems. **You gain a +1 bonus to attack and damage rolls made with this magic weapon.** This weapon can uphold three charges at a time and gains one charge every time it hits a hostile enemy. If you expend more than three charges before making a long rest the weapon overheats. Roll a D4, if the result is 1 the elemental gems are damaged and the Maul loses all its magic properties.

Burning Strike. When you hit a creature within 5 feet of you with a melee attack using this magic weapon you can choose to expend up to 3 charges releasing a roaring explosion of flame. The target takes an extra 1d6 fire damage for charge spent and each creature within 5ft of it must make a DC13 Dexterity saving throw or take half the fire damage.

