

## PRINT-AND-PLAY



### SUPERNOVA

Handaxe, rare (requires attunement)

This magic handaxe is made of an aproumium-cold iron alloy and has the essence of a fire elemental trapped on a gemstone within the blade. The weapon is always burning hot, but the cold iron makes the handle and the sheath safe to the touch.

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with an attack using this magic weapon, that creature takes an extra 1d6 fire damage.

When you use this weapon's thrown property, you can choose to expend one charge of the axe to activate its explosive nature. Hit or miss, after the attack the handaxe explodes in fire and sharp pieces of metal. All creatures within 10ft of the target must succeed on a DC15 Dexterity Saving Throw or take 2d6 fire damage and 2d6 piercing damage or half as much damage on a successful save. After the explosion, the pieces of the handaxe fly back into your hand, magically mending the weapon.

This magic weapon has 3 charges and regains all its expended uses every day at dawn.