DUALINK

# Ornn's Hammer

*Magic Item*



Runeterra Edition

# Ornn's Hammer

*Legendary weapon (warhammer), requires attunement*

## Weapon Properties

**Type:** Martial Melee Weapon (warhammer)
**Damage:** 1d10 bludgeoning
**Properties:** versatile (1d12)
You gain a **+3 bonus** to attack and damage rolls made with this weapon.
The weapon deals an additional **1d6 fire damage** on hit.

## Living Forge

You are proficient with smith's tools while attuned to this weapon.
As a bonus action, you may manifest a spectral forge in an unoccupied space within 5 feet of you. The forge lasts for 1 minute.
While within 5 feet of the forge:

- you have resistance to fire damage
- your weapon attacks deal an additional **1d6 fire damage**
- you have advantage on Strength checks and Strength saving throws

The forge sheds bright light in a 15-foot radius.
Once you create a forge, you cannot do so again until you finish a short or long rest.

## Bellows of the Mountain

When you hit a creature with this weapon after moving at least 15 feet in a straight line toward it, the attack deals an additional **2d8 thunder damage**.
If the target is Large or smaller, it must succeed on a Strength saving throw:

DC = 8 + your proficiency bonus + your Strength modifier

- **Failure:** The creature is pushed 10 feet and knocked prone.

## Masterwork Creation

At the end of a long rest, choose up to **5 creatures**, including yourself. Each chosen creature gains one **Masterworked item** they are wearing or wielding (non-consumable magic items only).

A Masterworked item gains:

- **+1 bonus to AC**
- **+1 bonus to attack rolls**
- **+1 bonus to spell save DC**
- weapon deals **+1d6 fire damage**

The bonus lasts until the end of the next long rest.

Each creature can benefit from only one Masterworked item at a time.

If a Masterworked item leaves its wielder's possession, the effect ends immediately.

## Worldshaper Strike

As an action, strike the ground with the hammer.

Each creature of your choice within 15 feet must make a Dexterity saving throw.

- **Failure:** 4d10 bludgeoning damage plus 4d10 fire damage.
- **Success:** Half damage.

The area becomes unstable until the end of your next turn:

- difficult terrain
- creatures entering the area take 2d6 fire damage

You can use this feature once per long rest.

## Forge God's Momentum

If you remain in the same space for an entire round during combat, the hammer grows hotter.
The next time you hit with this weapon before the end of your following turn, the attack deals an additional **2d8 fire damage**. This damage increase stacks.
If the target is prone, this damage ignores resistance to fire damage.