DUALINK

Saw Cleaver

Magic Item



Bloodborne Edition

Saw Cleaver

Weapon (handaxe or glaive), very rare (requires attunement)

A folding cleaver of blackened iron, its teeth crusted with old blood. Flick your wrist and the hinge snaps open into a long, ragged saw built to tear hide rather than cut it.

Weapon Properties

- Folded Form: 1d6 slashing, finesse, light
- Extended Form: 1d10 slashing, reach, two-handed
- Magic Bonus: +2 to attack and damage rolls made with this weapon

Trick Weapon. Once per turn, when you make an attack with this weapon, you can switch it between its Folded and Extended forms as part of that attack. You must have a free hand to switch to Extended Form.

Trick Strike. When an attack in which you switch forms hits, choose one: the target takes an extra 1d6 slashing damage, or you push it up to 5 feet away from you.

Serrated Teeth. When you hit a beast with this weapon, or a creature in beast or hybrid form (such as a lycanthrope), the target takes an extra 1d6 slashing damage.

Visceral. Once per turn, when you hit a creature that is prone or incapacitated with this weapon, it takes an extra 2d6 slashing damage. You can't benefit from Visceral and Trick Strike on the same turn.

Rally. When a creature you can see

hits you with an attack, the blood you lose isn't gone yet. Until the end of your next turn, the first time you hit that creature with this weapon, you regain hit points equal to half the damage its attack dealt to you (maximum 10). You can benefit from Rally only once per round.

"Every hunter's first lesson: teeth before steel."

~ Note pinned above a workshop bench