

# INFERNAL WEAPONS

This supplement features seven new magic weapons for your *Baldur's Gate: Descent into Avernus*-campaign – or any other campaign, really. The weapons are put together using [Nybor's Tome of Enchanted Weapons](#), which features 100 magic weapons in uncommon and rare versions, and a system for crafting and combining unique magic weapons.

## DAMNATION

*Weapon (greatsword), very rare (requires attunement)*

The blade of this magic sword is fashioned from a shadow dragon's femur bone. Glowing infernal glyphs have been engraved into its surface and a crimson gemstone at its hilt flares fiendishly with each strike.

**Profane.** When you hit a creature with this magic weapon, the creature can't regain hit points until the start of your next turn.

**Inevitable End, Greater.** This magic sword can hold up to 3 charges. Once per turn, when you hit a hostile creature with this sword, it gains 1 charge. While holding it, you can expend the weapon's charges to cause the following effects:

- When another creature you can see within 30 feet makes an attack roll or saving throw while you are holding this weapon, you can expend 1 or more of its charges to roll a die and subtract the number rolled from the creature's roll. For 1 charge you roll a d4, for 2 charges you roll a d6, and for 3 charges you roll a d8.
- As an action, you can expend 3 charges to cast *blight* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

## DEVIL'S NIGHT

*Weapon (morningstar), very rare (requires attunement)*

This magic morningstar has a spiked skull for a head and a hilt crafted from dark metal.

**Devil's, Greater.** While you carry this morningstar, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

**Night.** While you carry this morningstar, you can use an action to cast *darkness*. Once used, this property can't be used again until the next dawn.



DEVIL'S NIGHT



DAMNATION

## DELIVERANCE

*Weapon (maul), very rare (requires attunement)*

This magic maul glows with a dim radiance that flares up with each strike. It is forged in the sacred furnaces of Mount Celestia and given only to the most brave and pure holy warriors.

**Sacred.** When you hit a fiend or undead creature with an attack using this maul, the creature takes an extra 1d4 radiant damage.

**Rising Sun, Greater.** This magic weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this maul, it gains 1 charge. While holding it, you can expend the weapon's charges to cause the following effects:

- When you make an attack roll or saving throw, you can expend 1 or more of its charges to roll a die and add the number rolled to your roll. For 1 charge you roll a d4, for 2 charges you roll a d6, and for 3 charges you roll a d8.
- As a bonus action, you can expend 3 charges to cast *holy weapon* (save DC 15).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

## GODSEND

*Weapon (shortbow), rare*

This magic bow was crafted by Lathander's followers for the specific purpose of hunting down fiends. Celestial runes are etched into its surface, and it hums in delighted harmony each time an arrow fired from it strikes down a fiend.

**Blinding.** When you attack a creature with this magic bow and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d8 radiant damage and is blinded until the end of your next turn. On a success, it takes only half as much damage and isn't blinded.

**Fiendslayer.** When you hit a fiend with this magic bow, the creature takes an extra 1d6 piercing damage.



## IMP STING

Weapon (shortsword), very rare (requires attunement)

This weapon contains the imp Yafeek, who has been unwillingly trapped inside it by a former master. It has a nauseatingly green blade and a red hilt shaped like an imp's wings.

**Poisonous, greater.** When you hit a creature with this sword, the creature takes an extra 1d4 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until the end of your next turn.

**Master.** This sword contains a transmuted imp. You can use an action on your turn to speak this sword's command word and throw it up into the air. The sword becomes an imp, that is under your control and acts on its own initiative count. The imp obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the sword after 1 hour, if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once used, this property can't be used again until the next dawn.

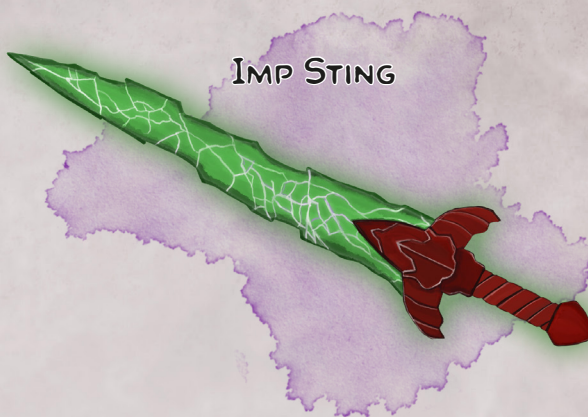
**Sentience.** Yafeek's alignment is lawful evil. It has the following properties:

- Yafeek has an Intelligence of 12, a Wisdom of 10 and a Charisma of 13, as well as hearing and darkvision out to a range of 60 feet.
- Yafeek can speak, read and understand Common, and infernal. It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is raspy and high-pitched.
- Any time during your turn, Yafeek can choose to cast *invisibility* on a creature that is holding it. Once Yafeek uses this power, it can't use it again until the next dawn.

**Personality.** Yafeek is decidedly displeased with being imprisoned – and frequently lets its wielder know how it feels. It is utterly pessimistic and despondent, often chiming it with disparaging comments thinly veiled in sarcastic subservience, such as “splendid plan, o’ wise master, I see no way that it could possibly go wrong” or “what fortunate creature I am to be wielded by someone brave enough to fail so completely even when others are looking on”.

Yafeek's sole motivation is to be free. To that end, it is willing to do anything – even betray its wielder if it believes that a new owner would be more capable of ensuring its freedom. It will even go as far as to telepathically communicate its wielder's weaknesses to a potential, new wielder, or drop its concentration on *invisibility* at an inopportune moment to put its wielder in mortal danger.

**Freeing Yafeek.** Casting *dispel magic* on the weapon has 5 percent chance of freeing Yafeek, or automatically succeeds if cast using a spell slot of 7th level or higher. When released, Yafeek appears in a random, unoccupied space as close to the weapon as possible.



## NYCALOTH CLAW

Weapon (dagger), rare (requires attunement)

This magic dagger is fashioned from a nycaloth's fingernails and enchanted for quick, maiming attacks.

**Warrior's.** When you hit a creature with an attack using this dagger, you can use a bonus action to wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

**Ambushing.** When you hit a creature that is surprised with this dagger, the creature takes an extra 1d10 piercing damage.

## SCOURGE OF PHLEGETOS

Weapon (battlehammer), rare (requires attunement)

This magic hammer is sheathed in flames, that though harmless to its wielder will explode into furious fire when wielded in combat.

**Flaming.** When you hit with an attack using this hammer, the target takes an extra 1d4 fire damage.

**Hells.** While you carry this hammer, you can use a reaction to cast *hellish rebuke* (spell save DC 13). Once used, this property can't be used again until the next dawn.

