**Ancient Reaver +8/+10 (Surge II)**

Weapon: (Huge) Greataxe; Martial Two-Handed Melee

Type: Slashing

Critical: x3

Critical Range: 20

Base Weapon Damage: 4d6 (Huge) x4 (metal folding)/17-20 (serrated, keen) + 1d8 (adrenaline surge, surge II weapon ability)

***Enchantment:*** +5 to-hit, and damage – ***enchantment bonus***

***Dwarven Forge Craft:***Masterwork (+1 to hit), Metal Folding (+1 damage, +1 critical multiplier), and Serrated (+1 crit range)

***Racial (Dwarves):*** +1 to-hit and damage (from Dwarven Forge Craft) – ***racial bonus***

***Psionically Sharpened:*** +1 to-hit and damage (Psionically tempered with molecular rearrangement) – ***untyped bonus***

***Ioun Socket:*** Embedded in the hilt is a special socket, with a modified pale green ioun stone granting the wielder a +1-***competence bonus*** on to-hit and damage.

***Weapon Special Abilities:*** Keen (+1), Called (+1), Morphing (+1), Surge II (+2)