



*For nerds, by nerds*

## Glaive of Wizardry

*Weapon (glaive), legendary  
(requires attunement by a  
spellcaster)*



This powerful weapon contains potent magic within. The segmented haft creates hold points to wield the weapon in different styles. Atop the haft curving blade held clutched in a fanged dragon's head is adorned with arcane sigils etched into the blade. When you attune to this glaive choose one school of magic. The gold and time you must spend to copy a spell from that school into a spellbook is reduced by a quarter.

While you are attuned to this weapon you can add your proficiency bonus to the attack roll for any attack you make with it and you gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while holding this glaive you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells. Whenever you hit a creature with the glaive you can expend a spell slot to deal extra damage. Choose acid, cold, fire, lightning or thunder damage. The extra damage equals 1d8 per level of the spell slot expended.

Whenever you cast counterspell you can gain a +2 bonus to any ability check you make to counter the magic. If your counterspell is successful the weapon steals the energy of the spell and you may recover a spell slot of 3rd level or lower. Whenever you cast a spell that requires concentration you choose to have the glaive maintain the concentration of the spell instead of you. You can end the concentration at any time (no action required). This property can't be used again until the next dawn.