

EXECUTIONER'S AXE



This magic greataxe's serrated edge is scarred by countless battles.

Thaumaturgy. While carrying this axe, you can cast *thaumaturgy*. Once used, this property can't be used again until the next dawn.

Executioner's. When you hit a creature with this axe, the creature takes an extra 1d6 slashing damage if its current hit points are less than half its hit point maximum.

WEAPON (GREATAXE), UNCOMMON
REQUIRES ATTUNEMENT

GRUDGEBEARER



This magic halberd is crafted from black wood and has a wickedly sharp edge. You have a +2 bonus to attack and damage rolls made with this magic halberd.

Wicked. When you are presented with an opportunity to act in a selfish or malevolent way while carrying this halberd, it heightens your urge to do so.

Avenger's, Greater. When you hit a target with this halberd, the creature takes an extra 2d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

Answering, Greater. While carrying this halberd, you can use your reaction to make one melee attack with it against any creature within your reach that deals damage to you.

WEAPON (HALBERD), LEGENDARY
REQUIRES ATTUNEMENT

SNOWSTORM



This magic bow is carved from white wood and is always cold to the touch.

Wind. While carrying this bow, you can cast *gust*. Once used, this property can't be used again until the next dawn.

Freezing. When you hit with an attack using this bow, the target's speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

Swarm. While carrying this bow, you can use an action to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. Once used, this property can't be used again until the next dawn.

WEAPON (SHORTBOW), RARE
REQUIRES ATTUNEMENT

GENERAL'S BOW



This magic bow is strung with hair from a unicorn's mane.

War Leader. While carrying this bow, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

Commander's. When another creature within 30 feet that can hear and see you makes an attack roll, you can use your reaction to give that creature advantage on its roll.

Champion. This bow has 3 charges. While carrying it, you can use an action and expend 1 of its charges to cast *heroism* (+3 spellcasting ability). For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. The bow regains all expended charges daily at dawn.

WEAPON (LONGBOW), RARE
REQUIRES ATTUNEMENT

SOLDIER'S REST



This magic spear is of sturdy but simple make.

Soldier's, Greater. While carrying this spear, you stabilize whenever you are dying at the start of your turn. In addition, you are immune to being frightened.

Undying, Greater. While carrying this spear and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

WEAPON (SPEAR), VERY RARE
REQUIRES ATTUNEMENT

GODSEND



This magic bow has Celestial runes etched into its surface and it hums in delight each time an arrow fired from it strikes a fiend.

Blinding. When you attack a creature with this 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 its next turn. On a success, it takes only half as much damage and isn't blinded.

Foe Slayer (Fiend). When you hit a fiend with this bow, the creature takes an extra 1d6 piercing damage.

WEAPON (SHORTBOW), RARE

LONGSWORD OF HOPE



This slender longsword emits harmonious notes whenever it glides through the air, lifting the spirits of any ally who hears its cheery tune.

Music. This sword also functions as an instrument.

Hope. This sword has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *shield of faith* (1 action) or as an action to cast *aid* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The sword regains all expended charges daily at dawn.

WEAPON (LONGSWORD), UNCOMMON
REQUIRES ATTUNEMENT

SIEGEBREAKER



This magic maul seems to be even larger and sturdier than usual mauls.

Siege. When you hit an object with this maul, the object takes an extra 2d6 bludgeoning damage.

Momentous. Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this maul, the target takes an extra 2d6 bludgeoning damage.

WEAPON (MAUL), UNCOMMON