

This weapon is sentient with the personality of Villure, the spirit of hope. Villure is Neutral Good. Villure can communicate telepathically with any character who carries or wields it. Villure shares the senses of its wielder. Villure requires attunement. Villure's base stats are determined by whichever weapon was presented to the Everflame.

As a sentient weapon, Villure's abilites increase over time. The Pungeon Master decides when Villure unlocks new abilities.

Magical Weapon

You have a +1 bonus to attack and damage rolls made with Villure.

Ethereal Bane

You have advantage on attack rolls against creatures with strong connection to the Ethereal Plane.

Healing Hope Once per short rest, you may use a free action to spend one Hit Dice.

Safeguard Once per long rest, you may cast Safeguard without expending a spell slot.

Casting Time: 1 action Range: 30 feet Components: V, S Puration: Concentration, up to 1 minute Choose a creature that you can see within range. A shield of translucent energy

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surrounds that creature for the duration. The target gains temporary hit points equal to 3d8 + your spellcasting ability modifier modifier for the spell's duration.

Zevak

Weapon of Anger



This weapon is sentient with the personality of Zevak, the spirit of anger. Zevak is Neutral Good. Zevak can communicate telepathically with any character who carries or wields it. Zevak shares the senses of its wielder. Zevak requires attunement. Zevak's base stats are determined by whichever weapon was presented to the Everflame.

As a sentient weapon, Zevak's abilites increase over time. The Pungeon Master decides when Zevak unlocks new abilities.

Magical Weapon You have a +1 bonus to attack and damage rolls made with Zevak.

Threatening You have advantage on Intimidation checks while Zevak is drawn.

Devastating Anger Once per short rest, you may use a free action to make a single weapon attack.

Branding Smite Once per long rest, you may cast Branding Smite without expending a spell slot.

Casting Time: 1 bonus action Range: Self Components: V Puration: Concentration, up to 1 minute

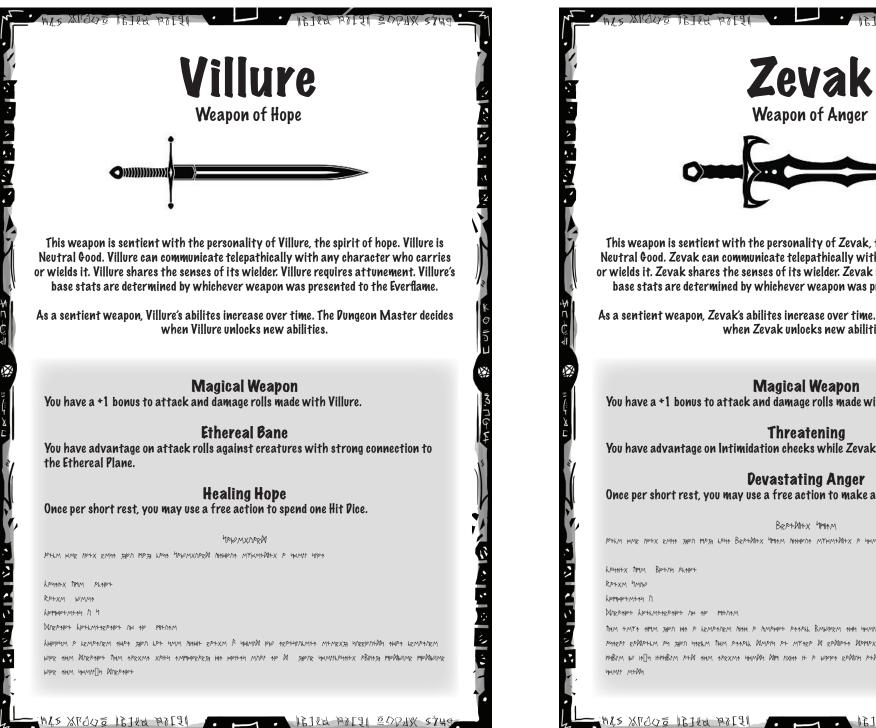
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The next time you hit a creature with a weapon attack before this spell ends, the weapon gleams with astral radiance as you strike. The attack deals an extra 2d6 radiant damage to the target, which becomes visible if it's invisible, and the target sheds dim light in a 5-foot radius and can't become invisible until the spell ends.



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Magical Weapon You have a +1 bonus to attack and damage rolls made with Zevak.

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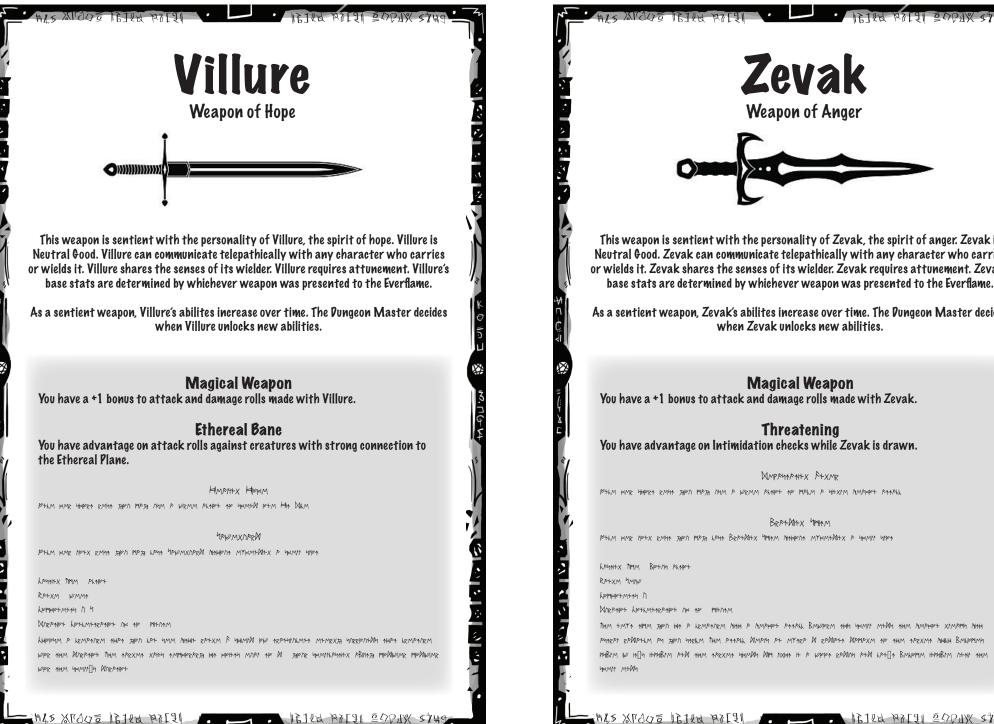
Devastating Anger

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Zevak

Weapon of Anger

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