

Villure

Weapon of Hope



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 abilities increase over time. The Dungeon 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

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. A shield of translucent energy surrounds that creature for the duration. The target gains temporary hit points equal to $3d8 +$ your spellcasting ability 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 abilities increase over time. The Dungeon 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

Duration: Concentration, up to 1 minute

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.

Villure

Weapon of Hope



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 abilities increase over time. The Dungeon 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.

Уракумлар

Уракумларнинг рухи билан бирга бу қуролнинг шахсияти ҳам шундай.

Уракумларнинг рухи билан

бирга бу қуролнинг

шахсияти ҳам шундай.

Уракумларнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай. Уракумларнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай. Уракумларнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай.

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 abilities increase over time. The Dungeon 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.

Браунах қурол

Браунах қуролнинг рухи билан бирга бу қуролнинг шахсияти ҳам шундай.

Браунах қуролнинг рухи билан

бирга бу қуролнинг

шахсияти ҳам шундай.

Браунах қуролнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай. Браунах қуролнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай. Браунах қуролнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай. Браунах қуролнинг рухи билан бирга бу қуролнинг

шахсияти ҳам шундай.

Villure

Weapon of Hope



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 abilities increase over time. The Dungeon 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.

HMANTX HOKM

PHLM HMR VERRA RMTA DEB PETA LHM F KRMM ANBT AP YHMTM STM HA DUM

YKRMXNARM

PHLM HMR NPTX RMTA DEB PETA LHM YKRMXNARM NHTM MTHMTMTHX F YHMTM WPTA

LHMTX THM ANBT

RATXM WMMH

KPHMTMTHM N Y

WVRANBT KPHMTMTHMTHM NHT AP PHMAM

LHMTM F KRMANXM NHTA DEB WPT WMM NHTT RATXM F YHMTM PW KPHMTMTHM MTHMTHM WRRKNTM NHTA KRMANXM WPT NHT WVRANBT THM RATXMA XHTM ANPHMTHM NHT NHTM MHT AP W DEB YKRMXNARM ANHT PHMTHM PHMTHM WPT NHT YHMTMTHM WVRANBT

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 abilities increase over time. The Dungeon 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.

WVRANBTATX STXM

PHLM HMR VERRA RMTA DEB PETA LHM F KRMM ANBT AP PHLM F YHMTM ANPHMTHM ANHT

BRTMTHX YHMTM

PHLM HMR NPTX RMTA DEB PETA LHM BRTMTHX YHMTM NHTM MTHMTMTHX F YHMTM WPTA

LHMTX THM BRTM ANBT

RATXM WMMH

KPHMTMTHM N

WVRANBT KPHMTMTHMTHM NHT AP PHMAM

THM TMTA THM DEB HT F KRMANXM NHT F ANPHMTHM ANHT BMTMTHM NHT YHMTM MTHM NHT ANPHMTHM XHTM NHT ANHT RATMTHM AN DEB YHMTM THM ANHT WMMH AT MYRE W RATMTHM WVRANBT AP NHT RATXMA NHT BMTMTHM PHM W NHT NHTMTHM ANHT NHT RATXMA YHMTM NHT NHT HT F WVRANBT RATMTHM ANHT WPT BMTMTHM NHTM NHT NHT YHMTM MTHM

Villure

Weapon of Hope



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 abilities increase over time. The Dungeon Master decides when Villure unlocks new abilities.

Magical Weapon

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

MAHURMAN BATH

DELO HARM AMPHARXIM PT BAAAL RHM EXNTHA KEMANRMI NHH YARREX KREEMKAPT AP THM MAHURMAN HATHM

HMANX HATHM

PHLM HMR YERRA RMTA DELO PETH THM F KEMM ANAPT AP YEMTHI PTM HA XUM

KAKMUNARX

PHLM HMR NETH RMTA DELO PETH LHTA KAKMUNARX NHHHTA MYHMTHTX F YEMM YHTA

KANHTX THM ANAPT

RATHX KUMMA

KREHETHTH N H

KURANPT KREHMTARAPT LH AP PETHAM

LHPPHM F KEMANRMI THA DELO KAT YMM NHTH RATHX F YEMTHI KW ARATHNLMHTA MATHXHA WREKHTHHTH THA KEMANRMI
WHR THM KURANPT THM ARXMA XHTH AMPHARXIM HA HHTH MHT AP W DELO YEMMUNHTX ABHTA PREYOLUR PREYOLUR
WHR THM YEMMUNHTX KURANPT

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 abilities increase over time. The Dungeon Master decides when Zevak unlocks new abilities.

Magical Weapon

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

THRMAMHTX

DELO HARM AMPHARXIM PT HANHTARPT KHMML NHHM ANPK N KURAT

KURANARHTX RATHX

PHLM HMR YERRA RMTA DELO PETH THM F KEMM ANAPT AP PETH F YEMM ANAPT BAAAL

BATHHTX YEMM

PHLM HMR NETH RMTA DELO PETH LHTA BATHHTX YEMM NHHHTA MYHMTHTX F YEMM YHTA

KANHTX THM BATH ANAPT

RATHX YEMM

KREHETHTH N

KURANPT KREHMTARAPT LH AP PETHAM

THM YHTA THM DELO HA F KEMANRMI NHH F ANAPT BAAAL BHPKRM THM YEMM MHTH THM ANAPT XUMMM NHH
ANHT RATHHTH AM DELO YEMM THM BAAAL YEMM AT MYRE W RATHHTX KURANPT AP THM ARXMA NHH BHPKRM
PHBM W HHTH HATHHTH RTH THM ARXMA YEMM MHT NHTH H F KURANPT RATHHTX RTH WHTH BHPKRM HATHHTH NHTH THM
YEMM MHTH