Angel’s Call
*Weapon (halberd)*, *legendary (requires attunement)*

This halberd is plated with gold and silver images of celestials and edged with diamond. When swung, a hymn to a good god is heard and puffs of white smoke are left in the path of the blade. You gain a +3 bonus to attack and damage rolls made with the halberd. As a bonus action while holding angel's call you can make the weapon shed bright light in a 30-foot radius and dim light in another 30. You can use another bonus action to make the weapon stop shedding light. While holding the weapon you can use your action to cast the *conjure celestial* spell. You cannot use angel's call to cast the spell for 1d10 days after you use this ability.

Bell Ringer
*Weapon (maul)*, *very rare (requires attunement)*

This maul sports an adamantine shaft and a glasssteel head studded with rubies arranged in the shaped of a large bell. When enemies are struck with the weapon the sound of a large alarm bell being rung is heard coming from the great hammer. Attacks made with a bell ringer have a +1 bonus to attack and damage. The maul deals an additional 1d6 thunder damage to creatures you hit with it. As an action the maul can be struck against the ground or similarly hard surface to create a wave of sonic destruction. All creatures with 20 feet of you must make a DC 15 Dexterity saving throw. Creatures who fail take 4d8 thunder damage and are knocked prone. Creatures who succeed take half damage and are not knocked prone. You must complete a long rest before you can use this ability again.

Boomeraxe
*Weapon (handaxe)*, *very rare (requires attunement)*

This small handaxe sports a double-bladed adamantine head at either end of its jade-studded steel haft. You gain a +1 bonus to attack and damage rolls while wielding the handaxe. It magically returns to your hand when thrown. In addition, three times per day you can use your action to fly the handaxe in a 60-foot line. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your proficiency bonus). Creatures who fail the saving throw take 6d6 slashing damage, creatures who succeed take half damage. At the start of your next turn the boomeraxe returns to the space you originally threw it along the same line it left. Creatures in that line must make the same saving throw or suffer the same effect as when you released the handaxe. If you are standing along the line or in the spot where you threw the boomeraxe and have a free hand you may catch it.

Bow of Grounding
*Weapon (longbow)*, *rare (requires attunement)*

A stiff but bendable chain makes up the curvature of this longbow. Each link of chain has a small pink pearl in the center. You gain a +1 bonus to attack and damage roll made with this longbow. When you shoot a creature with a fly speed with the *bow of grounding* it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced by 10 feet. The target must complete a short rest before it can regain any fly speed lost in this way.

Dagger of Banishing
*Weapon (dagger)*, *very rare (requires attunement)*

The jade hilt of this cold iron dagger features an image of a solar banishing a pit fiend back to the Nine Hells. You gain a +2 bonus to attack and damage rolls made with the dagger. While holding the dagger you know the precise location of any portals on the same plane as you within 100 feet even if the portal is hidden or inactive. When you hit a creature on a plane other than the target’s home plane with the dagger you can force the target to make a DC 15 Charisma saving throw. If the creature fails the saving throw it is banished to its home plane and cannot return to the plane you are currently on for 1d4 days. You cannot use this ability again for the same number of days. When you use the dagger’s banishment ability and the target fails the saving throw you may choose to destroy the dagger. The ensuing burst of magic power means the target cannot return to the plane you are currently on for 10d10 years.

Flail of Force
*Weapon (flail)*, *legendary (requires attunement)*

This flail has a clear glasssteel head with a large sapphire in the center. When touched the flail can be felt subtly vibrating, as if it can barely contain its power. You gain a +2 bonus to attack and damage rolls with the flail. Each time you deal damage to a Large or smaller creature it must succeed on a DC 15 Strength check or be pushed backwards 5 feet. While holding the *flail of force* you can use your action to spin the flail very quickly creating a small *wall of force* per the spell adjacent to you. This wall is only 5 feet tall, 5 feet wide, and lasts 1 minute. You can only create one wall this way at a time.

Healer’s Crossbow
*Weapon (any crossbow)*, *very rare (requires attunement)*

Made from the wood of yew trees charred by lighting of the gods this heavy crossbow is studded with hearts carved of rose zircon. You gain a +1 bonus to attack and damage rolls made with the crossbow. You may turn a bolt you shoot from the crossbow into a *healing bolt*. When struck with a bolt the target takes damage as normal and then heals a number of hit points equal to 4d10 ÷ 4. You cannot shoot another *healing*
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bolt from the crossbow until you complete a short or long rest.

Horseman’s Lance

Weapon (lance), rare

This lance’s adamantine shaft is studded with small horses carved of black pearl. You gain a +1 bonus to attack and damage rolls made with the lance. If you attack with the lance while mounted and your mount moves at least 30 feet before you attack your first attack roll that round deals an additional 3d10 piercing damage.

Iron Net

Weapon (net), uncommon

This black net is adorned with skulls carved of ruby and shrieks when thrown. When you hit a target with the net you speak a command word which turns the net into a twisting iron cage for 1 hour. While transformed this way the DC for the Strength check to break free of the net rises to 18, the iron net has AC 15, and targets must deal 50 damage to the net to escape and destroy it. Once you have used this ability you cannot use it again until dawn the next day. If the net is destroyed it reforms in 24 hours.

Lashing Grip

Weapon (whip), rare

When cracked this whip lets loose a series of giggles from the twisted mouths carved along the bottom of its obsidian handle. Most impressive is the incredibly strong whip itself, which is fleshy and similar to the long suction-cupped tentacle of an octopus. As an action you can use the whip can to grab an object weighing 50 pounds or less within reach and then drag it to you. If the item is held by another creature roll a Dexterity check contested by the creature's opposing Strength check. If your Dexterity check is greater, you remove the object and drag it to you.

Lightning Glaive

Weapon (glaive), rare (requires attunement)

Lightning bolts are carved into the blade of this glaive. The shaft sports precious desert stones along its length. You gain a +1 bonus to attack and damage rolls with this glaive. While holding the glaive you can cast haste on yourself. You cannot cast the spell again using the glaive until you complete a short or long rest.