

Lachryma

Weapon (longsword), legendary (requires attunement)

When the Plagues first roamed the lands, few gods stayed behind to fight them. They all perished. This weapon was forged from the tears they shed on their death bed.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this weapon, you gain the following benefits:

- **Desperate protection.** While attuned to this weapon, daily at dawn, the weapon casts the sanctuary spell (DC 17) on you, it lasts for 24 hours. The spell doesn't end early if you attack the Plagues with this weapon or cast spells aimed at them. In addition while the spell is active you are immune to the frightened condition and have advantage on saves against charm effects.
- **Teardrop.** As an action, you can force a creature within 60 feet of you to make a DC 17 Wisdom saving throw. On a failed save the creature remembers all its sins and starts weeping. It is incapacitated for 1 minute. An incapacitated creature can repeat the save at the end of each of its turns, ending the effect on a success. Once you used this ability you can't use it again until the next dawn.
- **Last Hope.** If you deal damage to Azrael using this weapon, Azrael's Chosen of the Gods trait becomes non functioning for 24 hours.

Art by Bob Greyvenstein

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