

Sleepwalker, Crux of the Summoner

Weapon (battleaxe), legendary (requires attunement)

Most who delve in the dark art of necromancy do so willingly, with an appetite for chaos. That, however, was not the story of a young conjurer; the original wielder of *Sleepwalker*. Plagued by sorrow for his lost lover, the young conjurer reached out to the god of death...and was heard. The god saw an opportunity to corrupt, and divulged to the young conjurer secrets of undeath. These secrets tore the young conjurer apart, leaving behind nothing but a vestige of what he once was. The god of death took the pieces of his broken soul and used them to craft a battleaxe capable of resurrecting the young conjurer's lost lover, fulfilling his promise.

Unfortunately, the young conjurer no longer remembered the source of his sorrow. Instead, he was destined to spend his days walking through a neverending, restless nightmare.

Or, that's what the legends say...

It is unclear what type of stone makes up the blade of *Sleepwalker*, but it is black as night, only colored by the dried blood found on its serrated edge. An ebony handle streaks from the blade head, always cold as ice to the touch.

Magic Weapon. *Sleepwalker, Crux of the Summoner* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it.

Death's Defender. The first time you attack with the battleaxe on each of your turns, you can transfer some or all of the battleaxe's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the battleaxe to gain a bonus to AC from it.

Spells. The battleaxe has 6 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 16) from it. **summon undead** (3rd-level version, 1 charge), **spirit shroud** (deals necrotic damage, 1 charge, can use additional charges to increase spell level), **raise dead** (3 charges), or **shadow of moil** (2 charges). The battleaxe regains 1d4 + 2 expended charges daily at dawn.

Unquenchable. This battleaxe's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate. The battleaxe also dilutes all magic potions within 10 feet of it, consuming their innate magical energy and rendering them nonmagical.

