

[Weapon] of Great Prowess (Weapon (any melee worth 2 SP at least), Very Rare)

This weapon can hold up to 10 charges.

You can spend charges to cast spells using Strength as your Casting Stat, or your choice of Strength or Dexterity if this weapon has the Finesse property.

You can spend one charge to cast Zephyr Strike, one charge per spell level up to 5th level for Ensnaring Strike, or five charges to cast Holy Weapon or Steel Wind Strike.

Additionally, you can cast Booming Blade, Green-Flame Blade, or True Strike using this weapon without spending any charges, with the same Casting Stat.

You regain 10 charges from a Long Rest. You regain 2d4 charges from a Short Rest.