

PRINT-AND-PLAY



AMULET OF THE SKUGGA EATER

Wondrous Item, artifact (requires attunement)

This amulet is one of three artifacts that together compose the Skuggalord Set. In ancient times this set of items was given to the king of Tikhalomonus, an ancient drow kingdom that fell during the Dark Sun's war. Separately each of the items has its own abilities, but only when a single creature attunes to all three items do the artifacts awaken their true powers.

This magic amulet is decorated with a small enchanted amethyst. It is made of gold and a dark metal that can only be found in the Shadowfell or the depths of the Underdark. In the center of it, there's a golden spider that was the symbol of the lost drow kingdom. This amulet has 5 charges and regains 1d4+1 uses every day at dawn.

Shadow Spikes. As an action, you can expend a charge of this magic amulet to transform the shadow of the creatures around you into deadly spikes. All creatures you choose within 60ft that are in possession of their own shadows must succeed on a DC17 Dexterity Saving Throw or take 6d8 necrotic damage as their shadow leap from the ground transforming into sharp spikes. The creature takes half the damage in a successful save.

Shadow Bind. As an action, you can expend a charge of this magic amulet to use the shadows of the creatures around you to bind them. All creatures you choose within 60ft that are in possession of their own shadows must succeed on a DC17 Dexterity Saving Throw or become grappled and restrained as their shadow transforms into dark tentacles and attempts to grapple them. The creature can repeat the test at the end of each of its turns.

Shadows Eater. While your Shadow Bind ability grapples at least one creature, you can expend a charge of this weapon as a bonus action to drain the life force out of them. The affected creatures must succeed on a DC17 constitution saving throw or take 3d6 necrotic damage. You gain a number of temporary hit points equal to half the total necrotic damage taken by the creatures affected.

Shadow Cloak (Awaken State only). When you activate the Shadow Hunger ability to absorb the shadow of the creatures around you, the amulet creates the Shadow Cloak. A long, symbiotic cloak made of shadows. While wearing the Shadow Cloak, you gain a +2 bonus to your AC and a flying speed equal to your walking speed.

Sharp Cloak (Awaken State only). When a creature touches you or hits you with a melee attack while within 5 feet of you, you can expend your reaction and a charge of this amulet to reshape the cloak into shadowy spikes. The creature must reroll the attack and use the lower roll. In addition, it takes 3d6 necrotic damage from being pierced by shadowy spikes.

Shadows Feast (Awaken State only). You can use your bonus action and a charge of this amulet to drain the life force from within the shadows in the cloak. For each creature within 60ft that has its shadow trapped within the cloak, you regain 1d6 hit points.

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ARTIFACT WONDROUS ITEM