

## Spool of Ariadne

*Wondrous item, very rare (requires attunement by a demigod)*

This thread is exceptionally fine, yet radiates a strength that belies its delicate appearance. Silver runes, elegant and precise, are engraved along the spool's edges, catching the light with a mystical gleam. The thread itself pulses lightly, as if imbued with a life of its own, offering a warm sensation to those who handle it.

You can use a bonus action to toss the spool into the air and speak the command word. When you do so, the spool begins to hover around a creature of your choice within 60 feet of you for the next 10 minutes. If the spool is hovering around you, you can use a bonus action to cause it to fly up to 60 feet to another willing creature you can see, remaining there until recalled. You can recall the spool to yourself at any time (no action required).

The spool holds 10 charges. It regains  $1d8 + 2$  expended charges daily at dawn. While the spool is within 60 feet of you, you can expend its charges on the following effects:

- **Thread of Binding.** Once per round, whenever the creature the spool is hovering around damages a creature, you can expend 1 charge to cause the spool to surround the target. It must succeed on a Strength saving throw or be restrained by the threads for the next minute or until you use this property again. While restrained in this way, the target takes  $2d10$  force damage at the start of each of its turns. A creature restrained by the threads or one that can touch the creature can use its action to make a DC 17 Strength check. On a success, the target is freed.

- **Thread of Destinies.** Once per round, whenever a creature you can see within 60 feet of you is reduced to 0 hit points, you can expend 1 charge to bind the destinies of two affected creatures together, teleporting the creature the spool is hovering around to an unoccupied space within 5 feet of the target. For the next minute, the creatures know each other's exact location.

- **Thread of Memory.** As part of a 10-minute ritual, you can expend 5 charges and choose a willing, unconscious, or dead creature you can see within 60 feet of you. Name or describe a creature, place, or object. You learn all memories that the creature has of the named thing as though you had perceived the memories through their senses. The affected creature can choose whether it wants to lose those memories or not.

- **Thread of Displacement.** As a bonus action, you can expend any number of charges to teleport the creature the spool is hovering around a number of feet equal to 5 times the number of charges expended.

