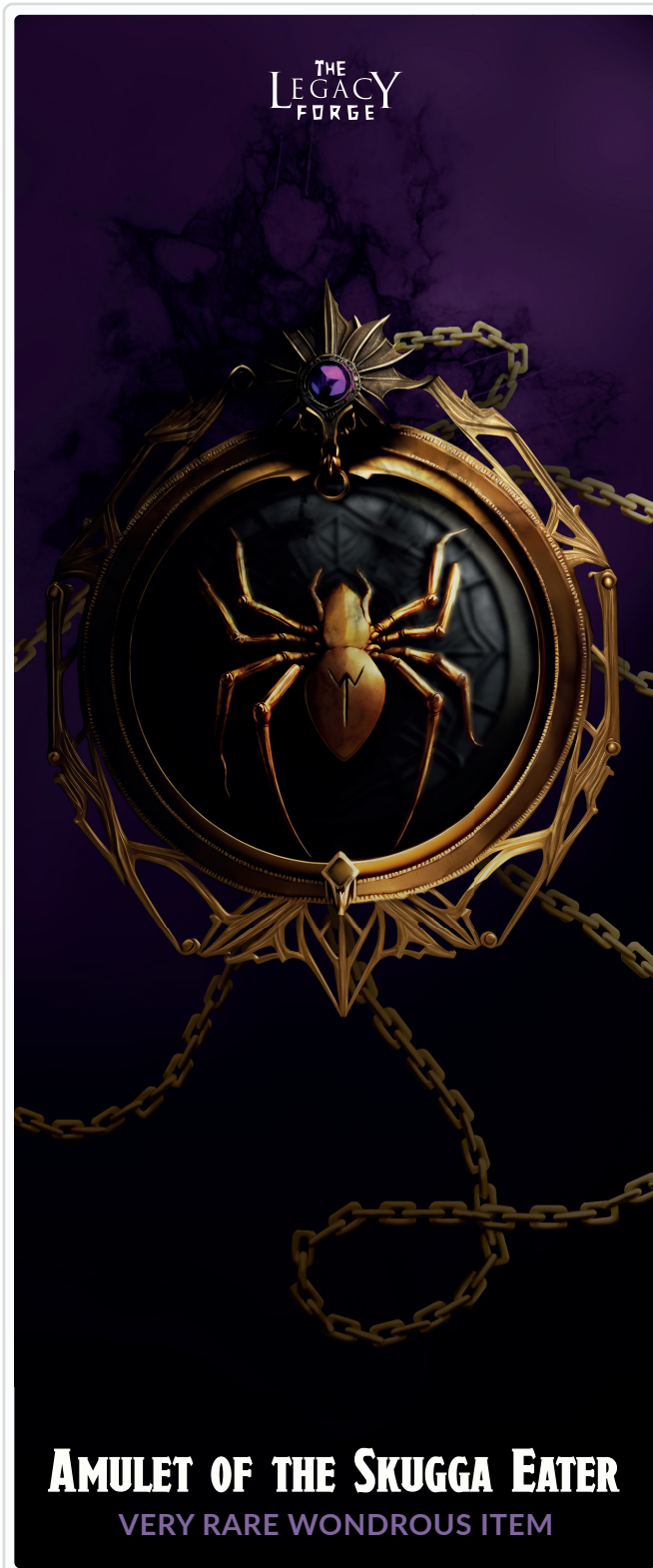


PRINT-AND-PLAY



AMULET OF THE SKUGGA EATER

Wondrous Item, very rare (requires attunement)

In the ancient time, this amulet was given to the king of Tikhalomonus, an ancient drow kingdom that fell during the Dark Sun's war.

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 3 charges and regains all expended 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 DC15 Dexterity Saving Throw or take 3d8 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 DC15 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 DC15 constitution saving throw or take 2d6 necrotic damage. You gain a number of temporary hit points equal to half the total necrotic damage taken by the creatures affected.