



Orphan's Cradle

Trick weapon (morning star), rare, requires attunement

The orphan's tear is one of Carmella's favorite plant. It has a symbiotic relationship with the sanctified metal around it, granting the toxic flower near flawless regenerative properties.

Trick Weapon. As a bonus action, you can switch between the transformed and untransformed states of this weapon. In both states the weapon is a morning star with the reach property. You gain a +1 bonus to attack and damage rolls made with this magic weapon

Untransformed. The flowers growing in the cradle exude a sickly sweet scent that calms the mind of men, and chases away nightmares. Humanoids within 10-feet of the cradle have advantage on saving throws against the charmed and frightened condition. In addition, the cradle has the Vile Miasma Property.

Vile Miasma. When you damage a beast or an undead with the Orphan's Censer, the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute, even if the target is immune to the poisoned condition. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Vile Miasma for the next 24 hours.

Transformed. When transformed, the cradle's plants ignite, dealing an additional 1d6 fire damage on a hit. In addition the weapon gains the Flaming Wind property.

Flaming Wind. While the cradle is in its transformed state, as an action, you can rotate it wildly around you, fanning the flames. Each creature in a 20-foot cone in front of you must make a DC 14 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. Beast and undead have disadvantage on this saving throw. After using this ability, the orphan's cradle reverts to its untransformed state and cannot be transformed again for 1d4 rounds.