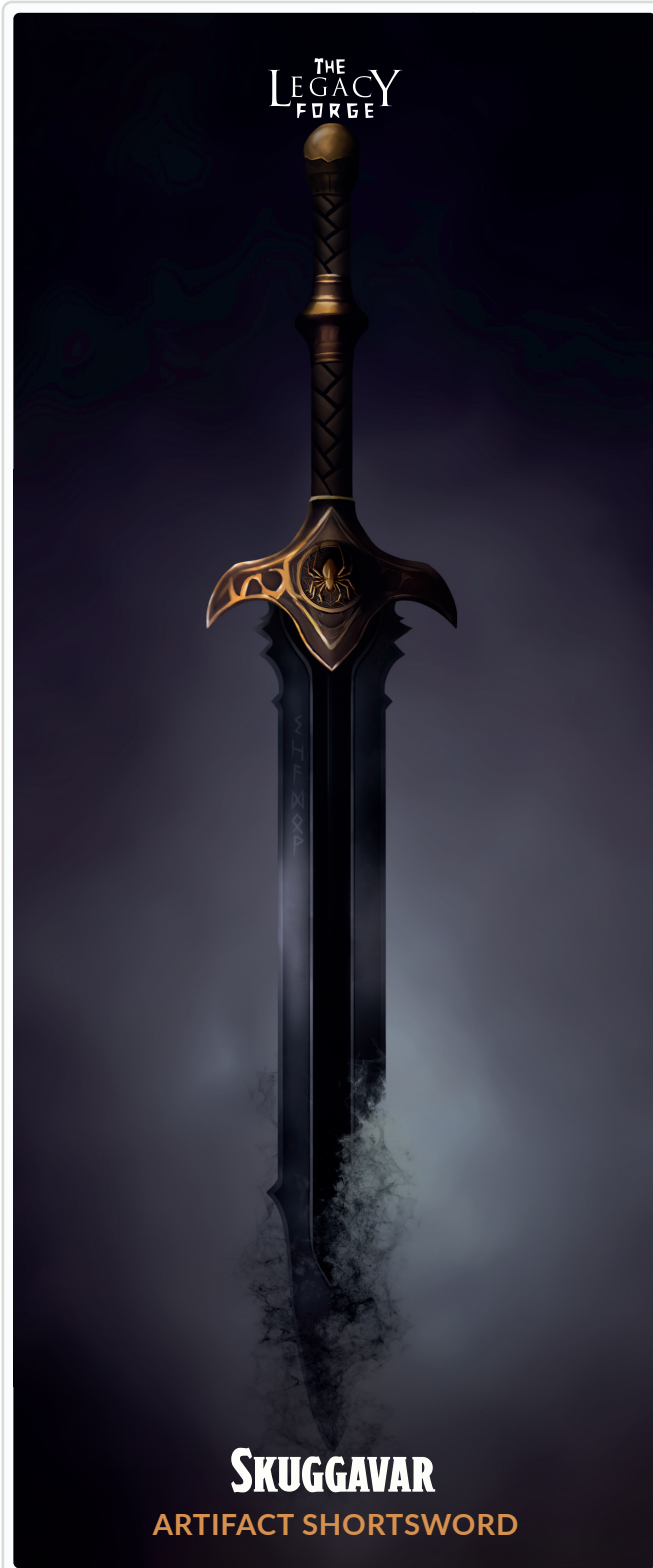


PRINT-AND-PLAY



SKUGGAVAR

Shortsword, artifact (requires attunement)

This Sword 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 sword is made with gold and a dark metal that can only be found in the Shadowfell or in the depths of the Underdark. Despite its short blade, its handle is big enough to be wielded with two hands. You have a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an enemy with this magic sword, it causes necrotic damage, instead of the regular slashing damage. This sword has 5 charges and regains 1d4+1 uses every day at dawn.

One with the shadow. As a bonus action you can expend a charge of this magic sword and speak its command word to make the metal blade dissolve and transform into a shapeless shadowy energy. As part of the same bonus action you can choose one of the Shadow Forms below.

The sword takes the chosen form and gain its abilities. It remains transformed for 1 hour, or until you dismiss its effect. You can use a bonus action to change the Shadow Form, no charge required. You are proficient with this sword, no matter the form you choose and you use your spellcasting bonus instead of Strength or Dexterity modifier, for the attack and damage rolls.

Shadow Form - Strong Shadow Blade. The sword takes the shape of a longsword. You gain a +2 bonus to attack rolls made with this magic weapon. When you hit an enemy with this magic sword, the creature takes an extra 1d8 necrotic damage.

Shadow Form - Long Shadow Blade. The sword takes the shape of a extremely long sword. Use the stats of a longsword but add the reach property. When you hit an enemy with this magic sword, the creature takes an extra 1d8 necrotic damage.

Shadow Form - Heavy Shadow Blade (Awaken State only). The sword takes the shape of a greatsword. You gain a +5 bonus to damage rolls made with this magic weapon. When you hit an enemy with this magic sword, the creature takes an extra 1d6 necrotic damage. If you are in possession of the target's shadow whenever you hit it with an attack roll you gain a number of temporary hit points equal to half the damage dealt.

Shadow Form - Sharp Shadow Blade (Awaken State only). The sword takes the shape of a shortsword. Any attack roll you make with this magic weapon is a critical hit on a roll of 19 or 20 on the d20. When you hit an enemy with this magic sword, the creature takes an extra 1d6 necrotic damage. If you are in possession of the target's shadow any attack roll you make against that creature with this magic weapon is a critical hit on a roll of 18–20.