



DAYDREAM

Weapon (mace), rare (requires attunement)

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Sentience. Daydream is a sentient chaotic neutral weapon with an Intelligence of 8, a Wisdom of 14, and a Charisma of 8. It has hearing and normal vision out to 120 feet.

Daydream can speak, read, and understand Celestial.

Despite its Celestial origins, Daydream is a highly erratic weapon. It thrives on destruction, and its features only work if fresh blood from a humanoid—preferably its user—is poured onto it. Failure to give it fresh blood or use it to fight undead drives it to overtake its user so it can sate its dark desires.