



Art by Warmtail

Allahowl, Blade of the Twin Wolfwarriors

weapon (twinblade), legendary (requires attunement)

Twinblades are ornate staves with long blades. Attacks with this blade deal 2d6 slashing damage. It is considered a heavy, two-handed weapon.

The Story of the Twin Wolves

Birthed to Father Crullfeld, a beloved priest of the Wolf Gods, his twin sons were fated to a life of torment. At a young age, their younger sister, Maya, was corrupted by the evil entity only known as the Grove, making her part of its coven. In return for this great power, Maya had to sacrifice her two brothers. Their father looked for their bodies and found them cut in half. The legends say that he used the power of the gods to sew them back together as a single man, yet the truth is that their souls were forged into Allahowl, a blade strong enough to contain the Grove forever. Now the blade is an artifact only given to the most trusted warrior of the Wolf Gods to protect those around.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

- **Special.** If you attack with this twinblade as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This attack deals 1d4 slashing damage on a hit.

- **Twinwolf Blood.** While holding this weapon, as a reaction to taking damage from any attack, you can choose a willing creature within 30 feet of you to take half of that damage instead, while you take the other half. In addition, as a reaction to seeing a creature within 30 feet of you take damage, you can choose to take half of their damage, while they take the other half.

- **Oath of Brotherhood.** While holding this weapon, once per day, you can choose one willing creature within 5 feet of you. Until your next long rest, while within 60 feet of each other, you and that creature have a +3 to your AC, +3 to your Wisdom (Perception) checks and Wisdom saving throws and you may use each other's senses at will (no action required).

- **Speech of Allahowl.** Within Allahowl rests not only the Grove, but also the Twin Wolfwarriors. From time to time, the voices of either the Grove or the Wolfwarriors can be heard by its wielder. The Grove will always advise the wielder to break the blade or do evil deeds, while the Wolfwarriors will always argue for lawfulness and honor.

GM NOTE

These items are part of a series of "Titanic Items", also known as items that hold incredibly powerful entities inside them, akin to Naruto's Jinchuriki. If you'd like to, you can use rules for keeping the creatures sealed inside these items and have them break out if the party ever breaks those rules, thus creating tension. Creatures breaking out of these items can either be difficult one-off encounters or straight-up world-shattering events. The world is your oyster. The lore of the item should be some inspiration in regards to what the identity of the creature in the weapon is.

Egiljaas, the Dreadmaw

wondrous item, legendary (requires attunement by a spellcaster)

Egiljaas is a large oil lamp with a black metallic build. One of its four glass sides opens, allowing it to draw inside life force, gaining power as it does so. Its flames glow in a light blue color and have face-like outlines.

The Story of the Dreadmaw

The true nature of Egiljaas is unknown. Some say inside it is one of the strongest titanic beings to ever roam the earth, yet there is no known holy soul that helped seal away this creature within Egiljaas. What's for sure is that looking into the lantern's light causes a deep fear and no one has dared to break the lantern for fear of what resides inside. Some have also spread legends of it absorbing the souls of those that die in its presence, yet that is still a mystery, as no one has lived to tell the tale firsthand.

While holding this lantern, you gain a +3 bonus to spell attack rolls and to your spell save DC. The lantern also has 10 charges. It regains 1d8 + 2 expended charges daily at dawn. You can use charges in the following way.

- **Flame of Dread.** While holding the lantern, you can use your action and expend 1 charge to cast the *fear* spell at its lowest level without expending a spell slot. When the spell is cast in this way, it ignores immunity to the frightened condition, these creatures have advantage on the saving throw instead.

- **Tap Into Fear.** While holding the lantern, you can use your action and expend 4 charges and focus on a frightened creature within 60 feet of you. The target must succeed on a Charisma saving throw against your Spell Save DC. On a failure, it is paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the start of each of its turns, ending the effect on a success.

- **Consume Anguish.** While holding the lantern, you can use your action to expend 6 charges and devour all the fear around you. All creatures within 120 feet who are frightened of you take 4d10 psychic damage and are stunned until the start of their next turn, their frightened condition ends.

- **Devour Life.** While holding the lantern, as a reaction to a creature of CR 5 or higher being brought to 0 hit points, you may absorb its soul. The creature's soul is consumed and you regain 35 hit points and Egiljaas regains 2 charges.

CURSE:

This lantern is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lantern, keeping it within reach at all times. While attuned to this item, you face your worst fears in a trance during every long rest. At the end of every long rest, you must make a Wisdom saving throw against your own Spell Save DC. On a failure, you are frightened for the entire day



Art by Dean Spencer