DUALINK

The Darkin Harpoon

Weapon



Runeterra Edition

The Darkin Harpoon

Weapon (harpoon), very rare (requires attunement by a creature of non-lawful alignment)

The harpoon has the following properties while attuned:

- You gain a +3 bonus to attack and damage rolls made with this magic weapon.
- The harpoon has a reach of 15 feet.
- You can use this harpoon as a melee or thrown weapon. It returns to your hand at the end of each turn.
- You gain resistance to cold damage while being attuned to the weapon.

Darkin Harpoon. *Melee Weapon Attack*: +3 plus your Strength modifier to hit, reach 15 ft., one target. *Hit*: 20 (3d8 + 7) piercing damage. If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or be impaled and restrained until the end of your next turn.

Tidal Pull. As a bonus action, you may forcefully retract the harpoon, pulling an impaled creature 10 feet toward you. If the creature reaches you, it takes 9 (2d8) bludgeoning damage and must succeed on a DC 18 Dexterity saving throw or fall prone.

Conqueror of the Seas. When a creature is wet (e.g., has been submerged, splashed, or is standing in water), the harpoon deals an extra 14 (4d6) necrotic or acid damage (the harpoon chooses the type based on the target's vulnerabilities or the environment).

Curse of the Darkin. Upon attunement, your eyes blacken with abyssal hue, and your voice gains an eerie, echoing cadence. Once per long rest, you may invoke Darkin's Wrath, lasting for 1 minute. While active, you gain:

- An additional 1d8 necrotic damage on all harpoon attacks.
- Advantage on attacks against frightened creatures.
- When you reduce a creature to 0 HP with the harpoon, you regain hit points equal to half the damage dealt.

Sentient Weapon

The Darkin Harpoon houses Ibaaros, a grim, ocean-bound conqueror whose mind thrums with drowned echoes. Ibaaros does not speak often, but his presence is felt in the form of alien hungers, dragging dreams into abyssal depths.

Alignment: Neutral Evil

Intelligence: 14

Wisdom: 16

Charisma: 18

Communication: Telepathy 60 ft., or dream-like impressions while sleeping

Personality: Mute and predatory. When it does speak, its voice is distant, gurgling, and full of pressure, like a leviathan calling from the deep. It demands submission, not conversation.

The wielder hears the distant sounds of dripping water or collapsing waves, even in barren or desert terrain.

"*The tide obeys. So shall you.*"