DUALINK

Rhitta

Magic Item



7 Deadly Sins Edition

Rhitta

Legendary weapon (greataxe), requires attunement

Rhitta is a colossal, gold-edged greataxe whose head resembles a sun disk split by a razor-straight blade. Its metal is warm even in winter, and in bright light it casts sharp, radiant shadows that seem to point toward the bearer's foes. When swung, it hums like heated air over stone, and the edge glows from dull ember to blinding white depending on the strength of the sun above.

Weapon Properties

Greataxe (Martial Melee Weapon)

- Damage: 1d12 slashing
- Properties: Heavy, two-handed
- Magic Bonus: You gain a +2 bonus to attack and damage rolls made with this weapon. Additionally, when you hit with Rhitta, the attack deals an extra 1d8 radiant damage.

Solar Armament. Rhitta is a magical weapon. While you hold Rhitta, you have resistance to fire damage.

Sunshine Vessel

Rhitta is built to store heat and release it on command.

Heat Reservoir. Rhitta can store up to 60 points of heat. The axe starts with 0 heat and loses all stored heat at dawn.

Filling. When you deal fire or radiant damage to at least one creature with an attack using Rhitta, you can store up to 15 of that damage in the axe (no action

required). This stored heat is in addition to the damage dealt to the target but must be lower than the damage dealt to the target.

Radiation. As an action, you can release any amount of stored heat in a blazing pulse. Each creature of your choice within 30 feet of you must make a DC 18 Constitution saving throw. On a failed save, a creature takes radiant damage equal to the heat released and is blinded until the end of its next turn. On a successful save, a creature takes half as much damage and isn't blinded. After you use this property, Rhitta's stored heat becomes 0.

Sun-Burdened. While Rhitta has 30 or more stored heat, creatures of your choice within 10 feet of you have disadvantage on Constitution saving throws.

This effect ends when the stored heat drops below 30.

Cruel Sun. As an action, once per long rest, if Rhitta has 30 or more heat, you can hurl a condensed sun from Rhitta to a point you can see within 120 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite.

Pride's Claim. Rhitta rewards domination and punishes hesitation. When a creature within 10 feet of you hits you with a melee attack, you can use your reaction to

lash out with radiant heat. The attacker takes 10 (3d6) fire damage. You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

The Noon Oath. If you are in bright sunlight, you have advantage on the first attack roll you make with Rhitta on each of your turns. In addition, when you use Radiation, you can choose to deal fire damage instead of radiant damage.

Curse of Pride

Rhitta does not tolerate humility. It exalts strength, despises retreat, and scorches hesitation from the soul of its wielder.

Cursed Weapon. Rhitta is cursed, and becoming attuned to it extends the curse to you until it is removed by remove curse or similar magic. While cursed, you can't willingly end your attunement to Rhitta.

Sunbound Arrogance. While you are not in bright sunlight, you suffer the following effects:

- You have disadvantage on Wisdom saving throws and Wisdom (Insight) checks.
- You cannot benefit from the Help action, and you cannot grant the Help action to others.
- When you take the Dodge action, it fails and instead counts as you taking no action.

The curse is suppressed while you are in bright sunlight. The curse can be permanently broken only if Rhitta is willingly surrendered at high noon to a creature the wielder

truly considers their equal, or if it is bathed in continuous magical darkness for 24 hours, extinguishing its "sun-heart."

Demand for Supremacy. Rhitta compels you to prove your dominance. At the end of each of your turns in combat, if you did not make an attack roll against a hostile creature that turn, you take 7 (2d6) psychic damage, which ignores resistance and immunity. This damage increases to 14 (4d6) if you are in dim light or darkness.

Prideful Challenge. When a hostile creature you can see within 60 feet reduces an ally to 0 hit points, you must succeed on a DC 15 Wisdom saving throw or become compelled until the end of your next turn. While compelled:

- You must use your movement to approach that creature by the most direct safe route.
- You must make at least one attack against that creature if able.
- You have disadvantage on attack rolls against any other target.

Breaking the Pride. The curse of Rhitta can be permanently broken only if one of the following conditions is met:

- Rhitta is willingly surrendered at high noon to a creature the wielder truly considers their equal or superior.
- Rhitta is bathed in continuous magical darkness for 24 hours, extinguishing its sun-heart and rendering the axe inert and mundane.