DUALINK

Fang of Rakan

Magic Item



Solo Leveling Edition

Fang of Rakan

Weapon (longsword), Rare (requires attunement by a creature with Strength 15 or higher)

Forged from the fang of Rakan, the King of Beasts, this weapon hums with primal fury. The one who wields it inherits a fragment of his wrath, walking the perilous boundary between man and monster. Those who listen too long to its whisper may find themselves howling back.

By attuning yourself to this weapon, you get the following properties:

- You gain a +1 bonus to attack and damage rolls made with this magic weapon.
- On a hit, the weapon deals an additional 1d6 slashing damage.
- The blade counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Contempt of the Weak. When you hit a creature with fewer hit points than you, you can channel the sword's dominance. The target must make a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While frightened in this way, the creature cannot willingly move closer to you. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature succeeds on this saving throw, it becomes immune to this effect for 24 hours. You can use this feature once per long rest.

"The weak tremble not before death, but before the one who wields it."

Predatory Surge. When you reduce a creature to 0 hit points with this weapon, you feel the Beast King's fury coursing through your veins. Until the end of your next turn, you gain: advantage on your next melee attack, and temporary hit points equal to your proficiency bonus + Strength modifier.

Mortal Wounds. When you score a critical hit with this weapon, the target takes an additional 2d6 slashing damage as the blade's jagged edge tears deep into flesh and spirit alike.

Curse

Spirit of the Beast King. When you first attune to this weapon, make a DC 13 Charisma saving throw. On a failure, the Spirit of Rakan brands your soul with a Feral Mark. While bearing a Feral Mark:

- Your eyes glow amber-gold, and faint bestial features manifest (elongated fangs, claw-like nails, or a spectral eye).
- You gain advantage on Intimidation checks, but disadvantage on Persuasion checks against humanoids.
- If you end a combat encounter without having attacked a creature or taken damage, you must succeed on a DC 12 Wisdom saving throw or gain one level of temporary madness until you complete a long rest.

"The beast sleeps, but never peacefully."

Evolution Criteria

The Three Hunts

The Fang of Rakan does not grow through craftsmanship or enchantment. It feeds on dominance, demanding proof that its wielder is worthy of the Beast King's legacy.

To evolve Fang of Rakan into Fang of the Beast King (Very Rare), the wielder must complete The Three Hunts. While attuned to the weapon, you must slay three beasts or monstrosities of CR 8 or higher using the Fang. The killing blow must be dealt with the weapon itself. After each successful hunt, faint crimson runes appear along the blade, resembling claw marks.

Once the third rune ignites, the Fang's color deepens from black steel to obsidian, pulsing faintly with red light as the Spirit of Rakan stirs within.

At the next dawn, the weapon transforms into Fang of the Beast King (Very Rare), and the wielder's Feral Mark intensifies.

When drawn, the Fang of Rakan does not simply cut; it asserts dominance. Its strikes carry the weight of the wild's law, where fear is both weapon and worship. Yet the curse beneath its power is patience, the longer one bears it, the thinner the line between wielder and beast becomes. Many have claimed the Fang to master its spirit, but none have held it long without learning the truth of its inscription: "The beast sleeps, but never peacefully."