DUALINK

Fang of the Beast King

Magic Item



Solo Leveling Edition

Fang of the Beast King

Weapon (longsword), very rare (requires attunement by a creature with Strength 16 or higher)

The Fang no longer whispers, it growls. The spirit of Rakan, the King of Beasts, has awakened within, its hunger and fury entwined with your own. You are no longer merely a wielder; you are the Beast King reborn in mortal flesh.

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

- You gain a +2 bonus to attack and damage rolls made with this magic weapon.
- On a hit, the weapon deals an additional 1d8 slashing damage.
- The Fang counts as a magical weapon for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Predatory Surge. When you reduce a creature to 0 hit points with this weapon, you are momentarily invigorated by Rakan's essence. Until the end of your next turn, you gain advantage on your next melee attack, and temporary hit points equal to your Strength modifier + your proficiency bonus.

If you already have temporary hit points from this effect, they stack up to a maximum equal to your character level.

Mortal Wounds. When you score a critical hit with this weapon, the target takes an additional 4d6 slashing damage as the blade's jagged edge tears deep into flesh and

spirit alike.

Aura of Predation. Your presence exudes a primal aura that unsettles weaker foes. At the start of combat, each creature of your choice within 15 feet that has fewer hit points than you must make a DC 15 Wisdom saving throw. On a failure, the creature becomes frightened until the start of your next turn. Once a creature has been affected by this aura, whether it succeeds or fails, it becomes immune to this feature for 24 hours.

"To lock eyes with the Beast King is to remember what it means to be prey."

Regenerative Frenzy. Once per long rest, when you drop to half your maximum hit points or lower, you can unleash the Fang's fury as a bonus action, entering a state of feral regeneration that lasts for 1 minute and grants you the following properties:

- At the start of each of your turns, you regain hit points equal to your Strength modifier (minimum of 1).
- You have advantage on Strength-based attack rolls and saving throws.
- Each of your melee attacks deals an additional 1d6 slashing damage.
- During this time, you cannot willingly end your turn more than 30 feet away from an enemy creature if one is visible.

When this effect ends, you gain one level of exhaustion as the beast's power subsides.

Curse

Spirit of the Beast King. When you first attune to this weapon, make a DC 15 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 15 Wisdom saving throw or gain one level of temporary madness until you complete a long rest.

Forged from the fang of Rakan, the King of Beasts, this blade carries the echo of untamed sovereignty. It hums with a bestial rhythm that gnaws at the mind, whispering promises of strength unbridled and fury unending.

When drawn, the Fang of Rakan does not simply cut; it asserts dominance. Its strikes carry the weight of the wild's law. 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."