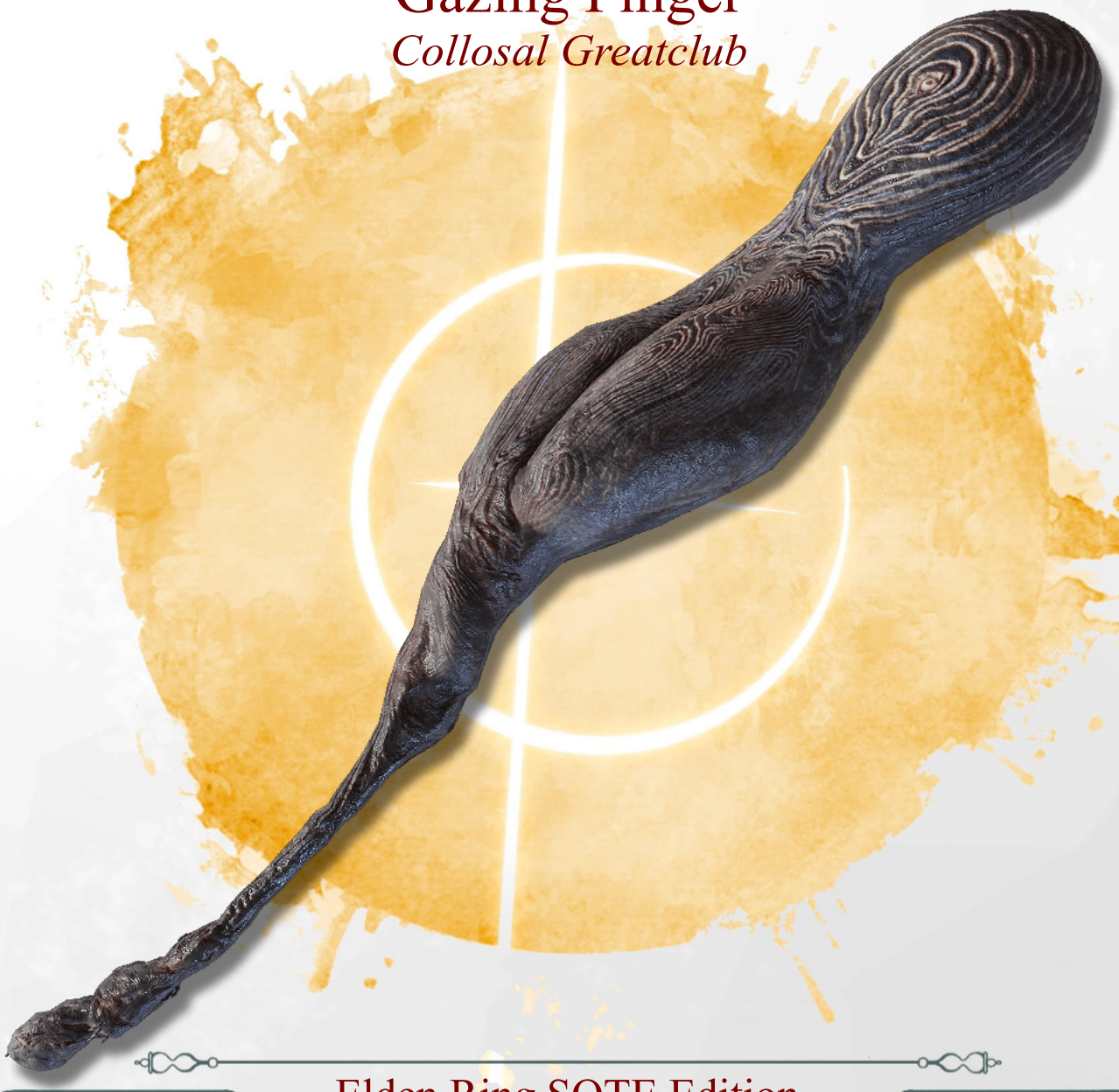
DUALINK

Gazing Finger

Collosal Greatclub



Elden Ring SOTE Edition

Gazing Finger

Weapon (Greatclub), Legendary (Requires Attunement by a Creature with Strength 20 and Wisdom 16 or Higher)

A grotesque, colossal club-like weapon crafted from the severed appendage of an eldritch entity. The surface is gnarled, covered in twisting ridges resembling a massive fingerprint. Wielding it feels like gripping a writhing, living thing, pulsing with an alien hunger. It demands a wielder both strong in body and unshaken in mind, for those who falter risk becoming a mere extension of its will.

Properties

- *Weapon Type:* Greatclub.
- *Damage:* 2d10 + Strength modifier (bludgeoning) + Wisdom modifier force or psychic (your choice).
- *Properties:* Heavy, Two-Handed, Reach (15 ft.), Special.

Special Property: Writhing Form. When making an attack roll of 5 or lower, the weapon twitches unnaturally, forcing the wielder to make a DC 15 Strength saving throw or become off-balance, reducing their movement speed by half until the start of their next turn.

Features

You gain a +3 bonus to attack rolls made with this magic weapon.

Knowtower's Resentment. The wielder forces the Gazing Finger to bow, slamming it into a target with violent force before keeping it pressed to the ground.

As part of this feature, the wielder makes a melee weapon attack against a creature. On hit, the attack deals normal weapon damage, and the weapon becomes planted into the ground, beginning to charge.

The wielder may use a bonus action to release the built-up energy in a 30-foot cone in front of them. All creatures in the area must make a DC 18 Strength saving throw. On a failure, they take 6d8 force damage. If they fail by 5 or more, they are also pushed 10 feet away. On a success, they take half damage and are not pushed.

If the wielder chooses to hold the charge until their next turn, they may use a bonus action on that turn to unleash an empowered explosion, increasing the damage to 10d8. Creatures that fail the save by 5 or more are thrown 30 feet and knocked prone instead.

If the wielder is struck while charging, they must make a DC 18 Constitution saving throw or release the attack prematurely, dealing half damage in a 10-foot cone.

This feature may be used a number of times equal to the wielder's proficiency bonus per long rest.

The Ever-Watching Eye. The wielder's mind becomes hyper-aware, seeing things that should not be seen. They gain advantage on Wisdom (Perception) checks and saving throws against being frightened or charmed. However, this unnatural awareness distorts reality, causing disadvantage on Insight checks as their mind struggles to differentiate what is real.

After every long rest, roll a d6:

- On a 1, the wielder hears Metyr's whispers for the next 24 hours, imposing disadvantage on Charisma (Persuasion) checks as their speech becomes unsettling and fragmented.

• On a 6, the wielder's perception sharpens beyond mortal comprehension. For the next 24 hours, they gain truesight out to 30 feet and can see through magical darkness, invisibility, and illusions. However, their eyes remain unblinking and twitching.

Sentience

The Gazing Finger is a sentient chaotic neutral weapon with an Intelligence of 14, a Wisdom of 18, and a Charisma of 16. It has hearing and truesight out to a range of 120 feet and is constantly aware of everything within that range, perceiving the unseen and the incomprehensible.

The weapon communicates telepathically with its wielder, using a voice that is low, guttural, and strained, as if speaking through gritted teeth. It does not whisper, it mutters, rumbles, and demands to be heard. It speaks in Common, Abyssal, Deep Speech, and Infernal, its words often carrying the weight of past resentments and deep-seated grudges.

Personality

The Gazing Finger does not admire strength, it admires weakness. Strength is a luxury; true power is born from suffering, from being cast aside, from knowing resentment deep in one's bones. It finds amusement in broken creatures, outcasts, and the discarded. Those who have suffered but persist despite their pain earn its favor.

If the Gazing Finger likes a person, it may allow them to bypass the requirements for attuning to it, while granting them a +2 Strength bonus which remains while attuned.

This is not a gift, it is an acknowledgment that they are worth keeping alive. If you gain it's favor it will also grant the following feature:

The Wrath of the Cast-Off. The Gazing Finger does not forgive harm. If the wielder is hit by a melee attack, they can use their reaction to unleash a violent pulse of energy. The attacker must make a DC 18 Strength saving throw or be blasted 20 feet backward and take 3d10 force damage. If the wielder is reduced below half their hit points, this reaction automatically triggers once per turn, without requiring the wielder to use their reaction.

However, the weapon hates stagnation and inaction. If its wielder hesitates too much in battle or fails to act with conviction, the weapon grows restless.

If a conflict arises between the wielder and the weapon, the Gazing Finger can force a Charisma contest between itself and the wielder. If the wielder loses, they take 4d8 psychic damage as the weapon punishes them for their weakness, and for the next minute, they cannot regain hit points.

If the wielder attempts to discard the weapon, it clamps down on their hand, forcing them to make a DC 18 Strength saving throw to pry it loose. On a failure, they take 6d6 force damage as the weapon retaliates for their betrayal. Only a Greater Restoration or Wish spell can fully sever its influence.

The Gazing Finger does not seek an equal, it seeks a survivor. It is a companion to the forsaken, a weapon that remembers every slight, and an entity that refuses to be forgotten.