DUALINK

Graveclock Heart

Artfiact



Me.Mimic & Major Illusion Edition

Graveclock Heart

Wondrous item, artifact (requires attunement)

A pulsing, blackened heart that ticks like a clock. Each beat echoes faintly with something that once lived, and something that refuses to stay dead.

Epitaph Charges

The Heart holds a maximum number of Epitaph Charges equal to 15.

You regain a number of expended charges equal to twice your proficiency bonus at dawn.

If you are within 20 feet of a corpse at dawn, you instead regain all expended charges and cannot be surprised until your next long rest.

Grave Tempo

The heart allows you to purchase moments stolen from death itself, twisting both time and undeath.

When a creature or effect would magically alter your memories, control your will, rewrite time affecting you, or otherwise overwrite your agency, you may use your reaction to expend charges and choose one of the following.

- **1 charge (Bonus Action):** Gain +10 ft movement and opportunity attacks have disadvantage against you until the end of your turn.
- **2 charges (Bonus Action):** Cast false life at 2nd level (no components). The vitality manifests as pale, corpse-like resilience.
- **3 charges (Action):** You cast

animate dead without material components. The casting time is reduced to 1 action. The undead created is partially desynchronized and lasts for 1d4 rounds.

- **5 charges (Reaction, when you take damage):** Gain resistance to all damage until the start of your next turn as your body delays the damage.
- **5 charges (Bonus Action):** You enter a Dead Moment until the end of your next turn: you are affected as if by haste, and at the end of your turn you may also take one additional action. When this ends, you cannot take reactions and your speed is reduced to 0 until the end of your following turn.
- **7 charges (Reaction, fail a saving throw):** Reroll the saving throw, taking the new result.
- **9 charges (Bonus Action):** Cast blight and slow on a target within range.
- **11 charges (Action):** Cast disintegrate on one target within 30 feet. Afterwards, your speed becomes 0 until the end of your next turn.
- **13 charges (Bonus Action):** Your next attack becomes a critical hit.
- **15 charges (Action):** Cast time stop for 1d4 -2 rounds (minimum of 1). Afterwards, you gain one level of exhaustion.

You must declare the expenditure before the saving throw result is finalized unless the option replaces it.

Chrono Necrotic Echo

You can force time to fracture, creating an echo of your actions. As part of using Grave Tempo, you can expend 5 additional charges to create a temporal echo.

When you do, choose one of the following effects:

- **Echoed Action.** At the start of your next turn, you repeat the same Grave Tempo option you used, without expending charges. You cannot echo an option that costs more than 9 charges.
- **Delayed Manifestation.** The effect of the chosen Grave Tempo option is delayed and occurs again at the start of your next turn, targeting the same creature or area if possible.

You can use this feature once per long rest.

Temporal Rot

The Heart feeds on time, and eventually, on you. This curse is hidden while attuned.

At the end of each long rest, if you did not regain all your Epitaph Charges, you gain 1 level of exhaustion.

You cannot remove exhaustion gained this way except by regaining all your Epitaph Charges at dawn.

Grave Feedback

Each time you use Grave Tempo, roll a d20. On a 1, or if you are suffering exhaustion from Temporal Rot, a hostile echo of yourself appears in an adjacent space.

The echo uses your AC, attack

bonus, saving throws, and speed, and has hit points equal to half your maximum. It acts immediately after your turn and is hostile to all creatures, prioritizing you.

The echo can only take the Attack action and cannot use features, spells, spell slots, or class abilities. Its attacks deal normal damage plus an additional 1d8 necrotic damage.

At the DM's discretion, the echo may be allowed to use one signature feature of yours (such as a paladin's Divine Smite), but no more than once per turn.

The echo lasts for 1 minute or until reduced to 0 hit points.

This homebrew is a collaboration with Major Illusion and Me.Mimic!

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