DUALINK

Pandora

Magic Item



Devil May Cry Edition

Pandora

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Weapon (artifact), legendary, requires attunement

Pandora is a demonic briefcase engraved with constantly shifting sigils. While closed, Pandora weighs 20 pounds. When opened, its internal mechanisms violently reconfigure, reshaping it into impossible weapon forms.

Pandora is said to possess hundreds of configurations, far beyond what most wielders can access. The forms listed here represent only a fraction of its known manifestations, with others unlocking through mastery, desperation, or demonic resonance.

Pandora counts as a magical weapon in all its forms. You gain a +2 bonus to attack and damage rolls made with Pandora, regardless of its configuration.

Arsenal Charges

Pandora has 5 Arsenal Charges.

Pandora regains 3 expended Arsenal Charges at dawn.

If Pandora was Overloaded since the last dawn, it instead regains only 1 Arsenal Charge.

As a bonus action, you may cause Pandora to transform into one of its configurations listed below.

Transforming Pandora does not provoke opportunity attacks.

Unless otherwise stated:

- Only one configuration may be active at a time
- A configuration lasts until the start of your next turn, until you switch configurations, or until Pandora is dismissed (no action

required)

Pandora's Price

Each time you use Pandora during the same combat, you take psychic damage equal to 1d6 multiplied by the total number of Arsenal Charges you have spent with Pandora since the last dawn (including the current use).

This damage ignores resistance and immunity.

Overload Rule

Some configurations Overload Pandora.

- You must have at least 2 Arsenal Charges remaining to activate an Overload configuration.
- When you activate an Overload configuration, Pandora immediately consumes 5 Arsenal Charges, regardless of how many remain. If an Overload configuration consumes more charges than Pandora currently has, the excess is subtracted from the number of Arsenal Charges Pandora regains at the next dawn.
- Pandora then closes, cannot be used again until the next dawn, and counts as Overloaded.

Overloading Pandora is always deliberate and dangerous.

Pandora Configurations

Omen: Cannon Configuration

Cost: 1 Arsenal Charge

Pandora unfolds into a massive shoulder-mounted cannon, locking into place with a deafening mechanical snap.

Choose a 120-foot-long, 10-foot-wide line originating from you.

Each creature in the line must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity or Charisma modifier).

- On a failed save, a creature takes 4d10 force damage.
- On a successful save, a creature takes half as much damage.

This damage ignores half and three-quarters cover.

Despair: Bladed Storm Configuration

Cost: 1 Arsenal Charge

Pandora fractures into a whirling halo of demonic blades that orbit your body at lethal speed.

Until the start of your next turn, the following effects apply:

- Any creature that enters your reach for the first time on a turn or starts its turn within 5 feet of you takes 2d6 slashing damage.
- You have advantage on opportunity attacks.
- Opportunity attacks you make deal an additional 1d6 slashing damage.

The blades collapse back into Pandora when the configuration ends.

Revenge: Drill Configuration

Cost: 1 Arsenal Charge

Pandora reshapes into a long, spiraling drill surrounded by grinding demonic force.

Melee Weapon Attack: reach 10 feet, one target

Make a melee weapon attack using your proficiency bonus and Strength or Dexterity modifier.

- On a hit, the target takes 4d10

piercing damage.

If the target has resistance to nonmagical bludgeoning, piercing, or slashing damage, that resistance is ignored for this attack.

If the target is Huge or larger, the attack deals an additional 2d10 piercing damage.

Malice: Scatter Configuration

Cost: 1 Arsenal Charge

Pandora compresses into a wide-bore weapon before releasing a concussive, point-blank blast.

Each creature in a 15-foot cone must make a Dexterity saving throw.

- On a failed save, a creature takes 5d8 force damage and is pushed 10 feet directly away from you.
- On a successful save, a creature takes half as much damage and is not pushed.

Unsecured objects in the area are pushed automatically.

Spite: Countermeasure Configuration

Cost: 1 Arsenal Charge

Pandora snaps into a compact, reactive configuration, humming with barely restrained energy.

Until the start of your next turn, the following effect applies:

- When a creature within 30 feet of you hits you with an attack, you may use your reaction to lash out with Pandora.

The attacker immediately takes 3d8 force damage.

If this reaction is triggered, you have advantage on the next Pandora attack you make before the end of your next turn.

Grief: Rocket Barrage Configuration

Cost: 2 Arsenal Charges

Pandora splits apart into multiple launchers that lock onto nearby targets before firing a devastating volley of demonic explosives.

Choose up to three creatures you can see within 60 feet of you.

Each chosen creature must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity or Charisma modifier).

- On a failed save, a creature takes 3d8 fire damage plus 3d8 force damage.
- On a successful save, a creature takes half as much damage.

Objects and structures in the affected area take full damage, regardless of saving throws.

Hatred: Laser Array Configuration

Cost: 2 Arsenal Charges

Pandora locks itself into a rigid configuration and emits a sustained, focused beam of destructive energy.

Make a ranged spell attack using your proficiency bonus and either your Dexterity or Charisma modifier.

- On a hit, the target takes 6d10 force damage.

If you hit the same creature with Hatred again before the end of your next turn, the second hit deals an additional 2d10 force damage.

You must have line of sight to the target for both attacks.

Jealousy: Autonomous Turret Configuration

Cost: 2 Arsenal Charges

Pandora unfolds and anchors itself at a point on the ground you can see within 30 feet of you.

Until the start of your next turn, at the end of each creature's turn (including your own), Jealousy fires at the nearest hostile creature within 40 feet.

Each shot is a ranged spell attack using your proficiency bonus and either your Dexterity or Charisma modifier.

- On a hit, the target takes 2d8 force damage.

Jealousy cannot be moved once deployed. When the configuration ends, Pandora immediately reassembles and returns to you.

Abyss: Gravity Suppression Configuration

Cost: 2 Arsenal Charges

Pandora emits a crushing gravitational field that drags and destabilizes everything nearby.

Choose a point you can see within 40 feet of you.

Creatures in a 10-foot-radius sphere centered on that point must make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier).

- On a failed save:
- The creature's speed becomes 0 until the start of your next turn.
- The creature has disadvantage on attack rolls.
- On a successful save:
- The creature's speed is halved until the start of your next turn.

This configuration deals no damage.

Ruin: Chain Reaction Configuration

Cost: 2 Arsenal Charges

Pandora locks onto a single target and destabilizes the surrounding space.

Choose one creature you can see within 60 feet of you.

That creature immediately takes 4d10 force damage.

If the target is reduced to 0 hit points before the end of your next turn, Pandora detonates outward:

- Each creature within 15 feet of the target must make a Dexterity saving throw.
- On a failed save, a creature takes 3d10 force damage.
- On a successful save, a creature takes half as much damage.

Contempt: Suppression Field Configuration

Cost: 2 Arsenal Charges

Pandora projects a low, humming distortion field that disrupts magic and ranged assaults.

Choose a 20-foot-radius sphere centered on a point you can see within 40 feet of you.

Until the start of your next turn, the following effects apply within the area:

- Creatures have disadvantage on Constitution saving throws made to maintain concentration.
- Spell attack rolls made from within the area have disadvantage.
- Ranged weapon attacks that pass through the area deal half damage.

The field collapses harmlessly when

the configuration ends.

Isolation: Containment Configuration

Cost: 2 Arsenal Charges

Pandora unfolds into a lattice of demonic force, isolating a single threat.

Choose one Large or smaller creature you can see within 40 feet of you.

The target must make a Charisma saving throw

(DC = 8 + your proficiency bonus + your Charisma modifier).

- On a failed save, the creature is restrained, cannot gain advantage on attack rolls, and cannot grant advantage to other creatures.
- The restrained creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

Catastrophe: Unstable Experimental Configuration

Cost: 3 Arsenal Charges

Pandora enters a violently unstable state, rapidly cycling through incompatible weapon geometries before discharging all stored energy at once.

Choose one of the following areas, originating from a point you can see within 60 feet of you:

- a 30-foot-long, 5-foot-wide line
- a 15-foot cone
- a 10-foot-radius sphere

Each creature in the chosen area must make a Dexterity saving throw

(DC = 8 + your proficiency bonus + your Dexterity or Charisma modifier).

- On a failed save, a creature takes

6d10 force damage.

- On a successful save, a creature takes half as much damage.

After resolving the effect, roll a d6. On a 1 or 2, Pandora immediately closes and cannot be used again until the next dawn (this does not count as an Overload).

Oblivion: Final Configuration (Overload)

Cost: Overload (5 Arsenal Charges)
Pandora fully unlocks, abandoning all structural restraints and releasing its stored power in a single, catastrophic discharge.
Choose a point you can see within 60 feet of you.
Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution or Charisma modifier).

- On a failed save, a creature takes 10d10 force damage and is knocked prone.
- On a successful save, a creature takes half as much damage and is not knocked prone.

After using Oblivion:

- You gain one level of exhaustion
- Pandora immediately closes
- Pandora is Overloaded

Null: Void Configuration

Cost: Overload (5 Arsenal Charges)
Pandora enters a silent, void-like configuration that suppresses all magical expression.
Choose a point you can see within 60 feet of you.
Until the start of your next turn, magical effects in a 10-foot-radius

sphere centered on that point are suppressed, as if by the antimagic field spell. This effect is localized and does not move.

When the suppression ends, the field collapses violently:

- Each creature in the area takes 5d10 force damage
- No saving throw is allowed against this damage

After using Null:

- You gain two levels of exhaustion
- Pandora immediately closes
- Pandora is Overloaded

Intent-Driven Configuration

Pandora does not respond to command words or predefined menus. Instead, it reacts to intent and need.

When a creature attuned to Pandora attempts to activate it, the player describes what they want Pandora to become or what they want it to accomplish (for example: clearing an area, pinning a target, unleashing overwhelming force).

The DM chooses the configuration that best matches that intent.

If the chosen configuration has not yet been unlocked for that wielder, the DM may:

- allow the configuration to manifest anyway, unlocking it through use, or
- allow a partial or unstable manifestation that becomes fully unlocked afterward.

Once a configuration has successfully manifested, it is considered unlocked for that wielder and may be accessed deliberately in the future.

All Forms Available Variant

If the DM prefers not to gate configurations narratively, Pandora may instead be treated as having all listed configurations available immediately.

In this variant:

- Unlocking is purely narrative
- The listed configurations represent commonly repeatable manifestations
- The DM may still introduce new configurations organically

This option exists purely to reduce friction at the table.

Optional Rule: Expanding Configurations

Pandora is said to possess up to 666 configurations.

The configurations listed in this item are not exhaustive. At the DM's discretion, additional configurations may be introduced at any time, either as:

- newly discovered manifestations,
- evolutions of existing configurations,
- or entirely new responses to novel situations.

New configurations do not need to follow any strict template and may first appear as unstable or costly before becoming reliable.