DUALINK

Sevika's Arm

Magic Item



Arcane Edition

Sevika's Arm

Legendary magic item (prosthetic arm), requires attunement by a creature with Strength 13 or higher

A brutal hextech prosthetic of steel plates, pistons, and shimmer-filled tubing. The arm hums faintly under strain, valves hissing as pressure builds. It responds eagerly to violence and poorly to restraint.

This item replaces a missing hand or arm. While attuned, it functions as a natural limb and cannot be removed against your will.

Base Properties

- The arm counts as a magical melee weapon with which you are proficient.
- Unarmed strikes made with this arm deal 1d8 bludgeoning damage.
- You gain a +1 bonus to attack and damage rolls made with this arm.
- The arm counts as one free hand for the purpose of grappling.
- You have advantage on Strength (Athletics) checks made to grapple, shove, or resist being disarmed.

Arm Save DC

Some features of Sevika's Arm of Shimmered Steel require a saving throw. Arm Save DC = 8 + your proficiency bonus + your Strength modifier. This saving throw DC applies to all saving throws forced by the arm's features, unless otherwise specified.

Shimmer Pressure

The arm operates through volatile

internal pressure. You have a number of Pressure Dice, which are d6s, equal to your proficiency bonus. You regain all expended Pressure Dice when you finish a short or long rest. Certain features of the arm require you to expend or roll a Pressure Die.

If you have no Pressure Dice remaining, you cannot use Arm Techniques or the Let's Go Gambling feature.

Arm Techniques

You can use only one Arm Technique per turn, unless a feature states otherwise, choosing from the options below:

Hydraulic Strike

When you hit a creature with a melee attack using this arm, you can expend 1 Pressure Die to empower the blow. The target takes extra bludgeoning damage equal to the number rolled on the Pressure Die + your Strength modifier and is pushed up to 10 feet away from you.

Extendopunch

When you make a melee attack using this arm, you extend the arm with violent force, increasing your reach to 15 feet for this attack. On a hit, the target takes 2d8 bludgeoning damage and must succeed on a Strength saving throw against your Arm Save DC or be knocked prone.

After resolving the attack, roll one Pressure Die.

Vice Grip

As a bonus action, targeting a creature you hit with this arm during your turn, you can attempt

to grapple the creature. The target must succeed on a Strength or Dexterity saving throw (its choice) against your Arm Save DC or become grappled and restrained by the arm.

While restraining a creature in this way:

- You cannot use Extendopunch or any ranged functions of the arm.
- Your speed is halved.
- You may move, dragging the creature with you.

The grapple ends if the creature escapes or if you release it (no action required).

Smoke Discharge

As an action, you vent thick chemical smoke from the arm at a point you can see within 60 feet. The smoke fills a 20-foot-radius sphere, heavily obscuring the area for 1 minute. Strong wind disperses the smoke early.

After using this feature, roll one Pressure Die.

Flame Chomper

As an action, you expel a short burst of flame in a 15-foot cone. Each creature in the area must make a Dexterity saving throw against your Arm Save DC, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

After using this feature, roll one Pressure Die.

Let's Go Gambling

Once per turn, replacing one attack or using your action, you pull the arm's internal lever and unleash an unstable surge. Roll one Pressure

Die (1d6), applying the result below:

1. ***Pressure Backlash.*** Pressure Backlash immediately triggers.
2. ***Lucky Break.*** You gain advantage on your next attack roll made before the end of your turn.
3. ***Surge.*** Your next attack this turn has advantage and deals an additional 1d8 damage on a hit.
4. ***Zap.*** Make a ranged weapon attack (range 60 feet). On a hit, the target takes 2d8 piercing damage, and its speed is reduced by 10 feet until the end of its next turn.
5. ***Adrenal Rush.*** Until the start of your next turn, your speed is doubled, and you gain a +2 bonus to AC.
6. ***Jackpot.*** You immediately take one additional action, which can be used only to take the Attack action.

Pressure Backlash

When Pressure Backlash triggers, the arm violently destabilizes.

You suffer the following effects:

- You take force damage equal to the number rolled on the triggering Pressure Die.
- You are knocked prone.
- Until the end of your next turn, you have disadvantage on attack rolls made with this arm.

In addition, a creature within 5 feet of you may use its reaction to attempt to sabotage the arm, making a Strength (Athletics) or Dexterity (Sleight of Hand) check against your Arm Save DC. On a success, you cannot use Arm Techniques or Let's Go Gambling until the end of your next turn.

Shimmer Injection

Once per long rest, as a free action, you deliberately force the arm beyond its safe operating limits, flooding its systems with shimmer. When you activate this feature, you immediately gain one level of exhaustion. This exhaustion is gained even if you are otherwise immune to exhaustion. Until the end of your current turn and for 1 minute thereafter, the arm enters an overclocked state, granting the following benefits:

- You immediately regain all expended Pressure Dice.
- You may use two Arm Techniques per turn, instead of one.

Once Shimmer Injection ends, the arm returns to normal function. This feature cannot be used again until you finish a long rest.

"Sevika is a heavily augmented Zaunite operative exhibiting extreme physical resilience, sustained combat capability under lethal injury, and a shimmer powered mechanical arm capable of variable force strikes and unstable surges. Engagement records confirm close-quarters dominance, deliberate intimidation tactics, and increased aggression when wounded rather than retreat behavior. Subject has survived multiple otherwise fatal encounters and should be considered fully combat effective until confirmed immobilized. Solo engagement is not advised. If mechanical surge behavior is observed, immediate disengagement is recommended."