DUALINK

Spear of the Impaler

Cursed Weapon



Elden Ring SOTE Edition

Spear of the Impaler

Weapon (Spear, requires attunement by a creature with Strength 14 and Dexterity 16 or higher), Legendary

Forged from the essence of Messmer the Impaler, this spear is wreathed in an unyielding, cursed flame. It is not merely a weapon, but a harbinger of suffering, consuming both its wielder and its prey. Those who dare to wield it must steel their souls against its insatiable hunger, lest they too be reduced to cinders.

Properties

- *Weapon Type:* Spear
- *Damage:* 1d10 piercing + 1d8 Abyssal Fire (1d12 if wielded with two hands).
- *Properties:* Reach, Versatile (1d12), Thrown (range 30/90), Special.
- *Bonus:* You gain a +2 bonus to attack and damage rolls made with this weapon.

Kindling of the Abyss

"The spear's fire is no ordinary flame; it is a cursed conflagration that lingers, scorching both flesh and soul."

All fire damage dealt by this weapon is considered Abyssal Fire, bypassing resistance to fire. If a creature is immune to fire, it instead takes half damage. Whenever you hit a creature with an attack using this weapon, a wave of Abyssal Fire erupts in a 10-foot cone behind the target. All creatures in the area must make a DC 18 Dexterity saving throw, taking 2d8 Abyssal Fire damage on a failure, or half as much on a success. Any creature that takes damage from this feature gains 1 stack of ***Abyssal Corruption***.

Burning Malediction

"The cursed fire of the spear seeps into the soul, an ever-consuming brand that only death or divine mercy can remove."

Whenever a creature takes damage from this weapon, they gain 1 stack of ***Abyssal Corruption***. If a creature reaches 3 stacks, they become Cursed by the Flame. At 6 stacks, they become Scorched Husk.

Cursed by the Flame The creature takes 1d10 necrotic damage at the start of each of its turns, and its movement speed is reduced by 10 feet.

Scorched Husk. The creature takes 2d10 necrotic damage and 2d10 Abyssal Fire damage at the start of each of its turns. Additionally, it may only take an Action or Bonus Action, not both.

These effects last until removed by Greater Restoration or Heal.

A creature that does not gain additional stacks for 1 full round loses 1 stack at the start of its turn.

Abyssal Piercer

"The weapon does not merely striks, it consumes, piercing through both armor and reality itself."

As an Action, you may charge the spear with Abyssal Fire and release it in a straight 60-foot line that is 5 feet wide. All creatures in the line must make a DC 18 Dexterity saving throw. On a failure, they take 8d8 Abyssal Fire damage, or half as much on a success. If two or more creatures fail the saving throw, you may immediately teleport to an unoccupied space adjacent to one of them and make a melee attack as a bonus action.

Molten Judgement

"The spear does not merely strike its foes, it detonates in a fiery crescendo, leaving nothing but scorched earth."

When thrown, the spear erupts upon impact in a 20-foot radius explosion. All creatures in the area must make a DC 18 Dexterity saving throw or take 6d10 Abyssal Fire damage and gain 1 additional stack of ***Abyssal Corruption***. The spear reappears in your hand at the start of your next turn.

Alternatively, you may throw the spear as a bonus action, only dealing 3d10 Abyssal Fire damage, whilst gaining no additional stacks of ***Abyssal Corruption***.

Cinderbound Pact

"This weapon does not serve its wielder. The wielder serves it."

While attuned to the Spear of the Impaler, the wielder is bound by its cursed flames.

The Price of Blood. If the wielder does not kill a creature within 24 hours, they must succeed on a DC 16 Wisdom saving throw or gain no benefits from a Long Rest.

Chains of the Flame. If the wielder attempts to remove the attunement, they must succeed on a DC 18 Constitution saving throw or suffer 5 levels of exhaustion as the weapon attempts to consume their soul.

Final Immolation. If the wielder dies while attuned, their body is instantly consumed in black fire, leaving behind only the spear.