DUALINK

Sunflower Blossom

Weapon



Elden Ring SOTE Edition

Sunflower Blossom

Weapon (Greatclub), Legendary (requires attunement by a creature with Strength 14 and Wisdom 12 or higher)

This colossal greatclub resembles the stalk of a sunflower, its head crowned with petrified petals that shift with the turning of the sky. By day the blossom glows faintly gold, scattering motes of warm light with each swing; by night it blackens, its petals curling inward, releasing a pall of shadow that chills the air. Forged from the remembrance of the Scadutree Avatar, the weapon embodies the eternal cycle of bloom and wither, sun and shadow.

You gain a +2 bonus to attack rolls made with this weapon. The weapon's form reflects the natural cycle of the world: Solar Bloom in daylight, Shadowblossom by night.

Solar Bloom

When the Shadow Sunflower Blossom opens beneath the gaze of the sun, its strikes blaze with searing brilliance. You gain the following abilities:

Radiant Pollen. While in daylight, each strike with the Blossom carries the sun's fury, dealing an additional 1d12 radiant damage on a hit.

Radiant Apex. At the exact moment of noon, when the sun hangs highest, the Shadow Sunflower Blossom burns at its fiercest. For one minute the weapon's bonus radiant damage increases from 1d12 to 2d12

Sunbeam Smite. A number of times per long rest equal to your Wisdom modifier (minimum of once), you may channel the full bloom of sunlight through a single swing.

When you do, the attack is resolved as normal, and then a lance of radiant energy erupts from the blossom. The struck creature must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or take 6d8 radiant damage and be blinded, or half as much on a success, and not be blinded. This burst manifests even if your attack misses the original target.

Shadowblossom

When night falls, the Shadow Sunflower Blossom blackens and its petals curl inward, exuding a cold rot. You gain the following abilities:

Withering Petals. While under moonlight, starlight, or during the night, each strike with the Blossom carries necrotic decay, dealing an additional 1d12 necrotic damage on a hit.

Midnight Eclipse. At the exact stroke of midnight, the blossom reaches the height of its shadowed power. For one minute, its strikes grow heavier with entropy: the bonus necrotic damage increases from 1d12 to 2d12.

Roots of the Grave. Once per short rest, as a bonus action, you may slam the club into the ground, causing black roots and writhing shadows to surge outward in a 40-foot radius centered on you. This area becomes difficult terrain for all enemies. Any creature that starts its turn in the zone takes 2d8 necrotic damage and must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + Strength modifier) or be restrained by shadowy roots until the start of its next turn.