DUALINK

Symbol of Avarice

Magic Item



Dark Souls Edition

Symbol of Avarice

Wondrous item (helmet), rare (requires attunement)

This grotesque helmet resembles the severed head of a mimic, its enormous jaws frozen in a hideous grin. Once worn, the creature's insatiable hunger awakens, slowly consuming the life of its bearer in exchange for extraordinary fortune.

Those who succumb to its temptation may find themselves blessed with riches beyond their expectations, provided they survive long enough to enjoy them.

Insatiable Hunger. While wearing the Symbol of Avarice, you take 1d4 necrotic damage at the start of each of your turns. Outside combat, you instead take 1d4 necrotic damage for every hour you wear it. This damage ignores resistance and immunity and can't be reduced in any way, but it can't reduce you below 1 hit point.

Covetous Eyes. While wearing the helmet, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks made to locate hidden treasure, coins, gemstones, or other valuable objects. In addition, you can cast *locate object* without expending a spell slot or material components. When cast this way, the spell can locate only coins, gemstones, or objects made primarily of precious metals. Once you use this property, you can't do so again until you finish a long rest.

Fortune of the Greedy. Whenever you personally search a defeated creature or open a treasure container

while wearing the helmet, roll a d20. On an 11 or higher, you discover additional coins worth 2d10 × your proficiency bonus gp. This can occur only once per creature or container, and no more than three times between long rests. This doesn't work on creatures that couldn't plausibly carry valuables, such as beasts.

Gilded Maw. When you take damage, you can use your reaction to have the helmet vomit a spray of coins to absorb the blow. Spend coins you're carrying in multiples of 10 gp, up to 10 gp × your proficiency bonus. The damage is reduced by 1d6 for every 10 gp spent, and the coins are devoured. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

The Mimic's Grip. Once you don the Symbol of Avarice, it can't be removed until you finish a short or long rest.