DUALINK

Terraprisma

Artifact



Terraria Edition

Terraprisma

Weapon (Longsword), Artifact (requires attunement)

This celestial blade floats alongside its wielder, radiating an aurora of shimmering light that constantly shifts through hues of radiant energy, resembling a miniature aurora borealis. When attacking, it leaves glowing trails in its wake, a reminder of its divine origins.

Damage: 2d10 radiant + 1d8 slashing

Properties: Finesse, versatile (2d12 radiant + 1d10 slashing when wielded two-handed)

Autonomous Strikes. Once per round, the Terraprisma can make a single melee attack on its own against a creature within 60 feet. The attack roll uses the higher of your Wisdom modifier or the sword's Wisdom modifier (+3). As a bonus action, you may command the sword to make an additional attack.

Solar Empowerment. While in direct sunlight, the Terraprisma gains the following benefits:

- The blade's damage increases by 1d10 radiant damage.
- It can attack twice per round when making autonomous strikes.
- At the end of your turn, if you are exposed to direct sunlight, you regain hit points equal to 1d4.

Lightborne. While attuned to the Terraprisma and exposed to daylight, you emit dim light in a 5-foot radius, gain resistance to radiant damage, and have advantage on saving throws against being frightened or blinded.

Prismatic Dash. As a bonus action, you can command the Terraprisma to teleport you up to 30 feet to an unoccupied space you can see within its light radius. The blade leaves behind a faint, lingering glow where you were. You can use this feature a number of times equal to your proficiency bonus per long rest.

Sentient Blade. The Terraprisma is a sentient, Lawful Neutral weapon with the following characteristics:

- Intelligence18 (+4), Wisdom 16 (+3), Charisma 22 (+6).
- Senses: Truesight 60 ft., passive Perception 13.
- The Terraprisma can telepathically communicate with its wielder and understands Common and Celestial.
- The Terraprisma's voice is calm, wise, and slightly melancholic, reflecting the burden of its celestial origins.

While attuned, you can ask the Terraprisma for guidance. As a reaction, it grants you advantage on one Wisdom (Perception) or Charisma (Insight) check per long rest. Additionally, you can read, write, and talk in Celestial.

Stat Alignment. Once per long rest, as a bonus action, you may switch one of your ability scores with the Terraprisma's corresponding ability score (Intelligence, Wisdom, or Charisma). This effect lasts for 1 hour or until you dismiss it (no action required).

Daylight Spells. The Terraprisma allows you to cast the following spells, using your spell save DC or a DC of 18: Daylight (1 charge), Sunbeam (2 charges), Flame Strike (1 charge).

The Terraprisma holds 3 charges and regains all expended charges daily at dawn.