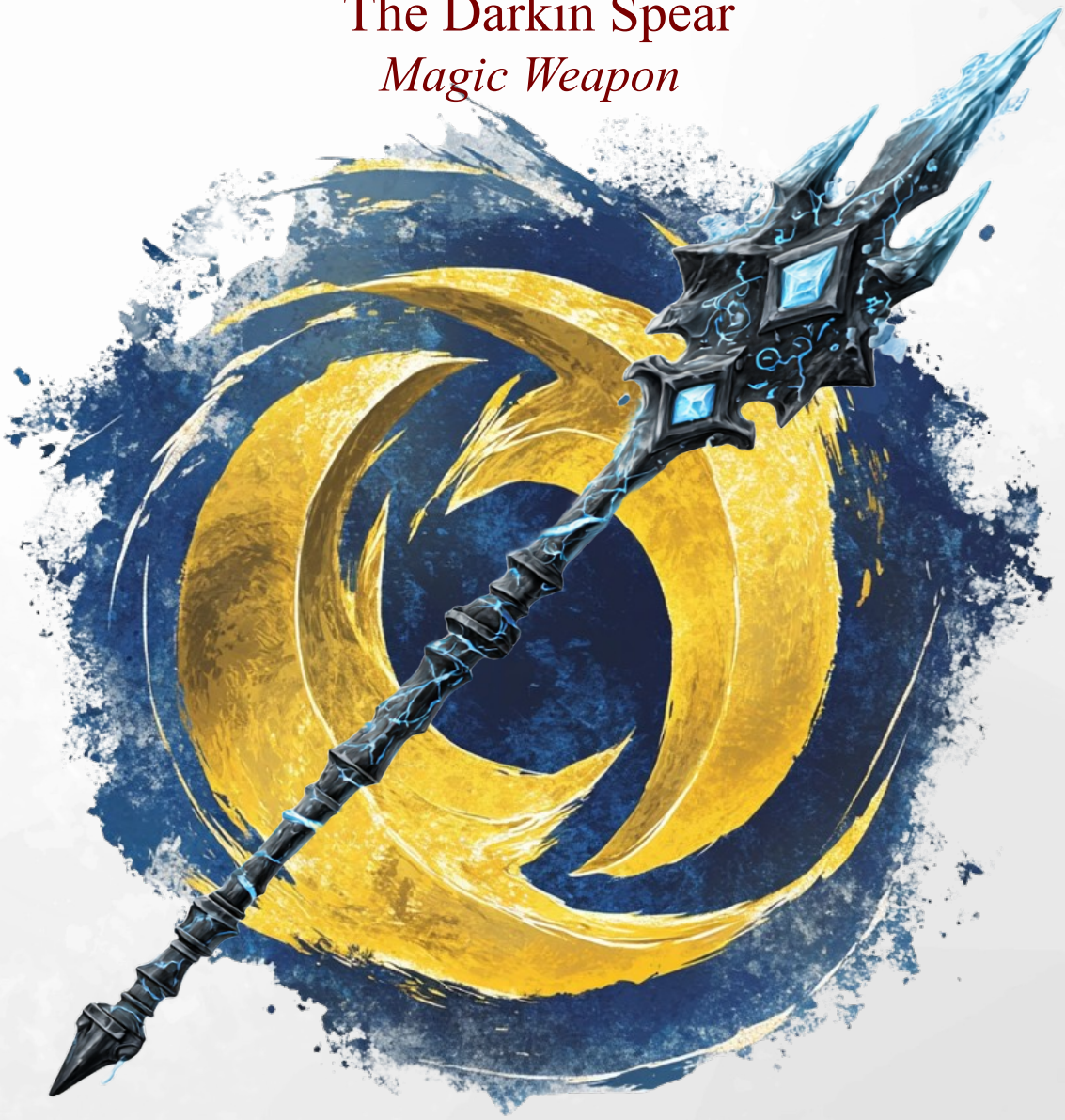
DUALINK

The Darkin Spear

Magic Weapon



Runeterra Edition

The Darkin Spear

Legendary Weapon (Spear, requires attunement by a creature of Strength 18 or higher)

Damage:

- One-handed: 1d8 + Strength modifier (piercing)
- Two-handed: 1d10 + Strength modifier (piercing)
- On a hit, the spear deals an additional 1d8 cold or necrotic damage (chosen when attuned).

Sentience

Anaaka is a sentient Darkin mind encased within a glacial spear. She is Lawful Evil with Intelligence 16, Wisdom 18, and Charisma 20. She communicates telepathically within 120 feet and whispers in her wielder's mind.

Personality. Cold, commanding, and strategic. Anaaka presents herself as an advisor, but her counsel always bends toward manipulation and eventual domination. She speaks in "we" rather than "you," implying a shared destiny.

"Our enemy bleeds. Do not waste it."

Features

Darkin Curse. If the wielder is dying (0 hit points), they must succeed on a DC 17 Wisdom saving throw or their body is permanently overtaken by Anaaka's will. If the wielder has died, Anaaka seizes control without resistance.

Darkin Resilience. While attuned, the wielder gains resistance to cold and necrotic damage.

Chilling Onslaught. When the wielder hits a creature with this weapon, the target must succeed on a DC 17 Constitution saving throw or have its movement speed halved until the start of the wielder's next turn.

Darkin Dominance. When the wielder reduces a humanoid creature to 0 hit points, they may use their reaction to raise it as a Darkin Husk (see stat block below). The husk rises at the start of the wielder's next turn, remains for 1 minute, and acts on the wielder's initiative, obeying their commands. The wielder can control a maximum of two husks at a time.

Frostbound Charge. As a bonus action, the wielder can move up to 30 feet in a straight line and make one attack with Anaaka. On a hit, the attack deals an additional 3d8 cold damage, and the target must succeed on a DC 17 Strength saving throw.

This ability may be used a number of times equal to their proficiency bonus per long rest.

Darkin's Wrath. As a bonus action, once per long rest, the wielder unleashes the Darkin's fury, entering a frenzied state for 1d4 + 1 rounds. While in this state:

- The wielder may make one additional attack whenever they take the Attack action.
- Their weapon attacks ignore resistance to cold and necrotic damage.
- When they hit a creature of Large size or smaller, they may pull it up to 10 feet closer. This ability has no effect on creatures of Huge or Gargantuan size.
- When they reduce a creature to 0 hit points, their next attack roll before the end of their next turn is made with advantage.