DUALINK

The Belmont Arsenal

Item Set



Castlevania Edition

The Belmont Arsenal

Belmont Belt

Wondrous item, very rare (requires attunement)

A worn leather hunting belt with silver-capped loops, each holding a tool of the night hunt. It smells of candle smoke and old blood, and every loop was sewn by a Belmont who knew what waits in the dark. It was kept in the vault beneath the Belmont Hold, among the books and relics the family gathered against the night.

Hunter's Loops. The belt can hold the six Belmont sub-weapons: the Dagger, Axe, Cross, Holy Water, Stopwatch and Bible. While you are attuned to the belt, you can draw or stow a sub-weapon as part of using it, and any sub-weapon you throw returns to its loop at the end of your turn.

Hearts. The belt has 10 charges, called Hearts. It regains 1d6 + 4 expended Hearts daily at dawn. Once on each of your turns, when you reduce an undead or a fiend to 0 hit points, the belt regains 1 Heart. Once per short or long rest, you can snuff out a candle flame within 5 feet of you to regain 1 Heart.

Sub-Weapon Properties. Each sub-weapon has properties that cost Hearts. You can use them only while you are attuned to the belt. The saving throw DC for these properties is 17.

Item Crash. Each sub-weapon has an Item Crash, which costs 5 Hearts.

Once you use an Item Crash, you can't use one again until you finish a short or long rest.

Belmont Dagger

Weapon (dagger), rare

A slim silver blade, balanced for the throw. It is never where you dropped it, only back in its sheath.

Magic Weapon. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The dagger is silvered.

Quick Throw (1 Heart). As a bonus action, you can throw the dagger. On a hit, the target takes an extra 1d6 radiant damage.

Item Crash: Thousand Edge. As an action, you loose a storm of knives in a 100-foot line that is 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

Belmont Axe

Weapon (handaxe), rare

A short, heavy axe with a silver edge, built to be thrown high and come down hard.

Magic Weapon. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The axe is silvered.

Arcing Throw (1 Heart). When you make a ranged attack with this axe, you can throw it in a high arc. The attack ignores half cover and three-quarters cover. On a hit, the target takes an extra 1d8 slashing damage, or 2d8 if it is flying.

Item Crash: Spiral Axe. As an action, you send axes spiraling out from you. Each creature of your choice within 20 feet of you must make a Dexterity saving throw, taking 28 (8d6) slashing damage on a failed save, or half as much damage on a successful one. A flying creature that fails the save falls, unless it can hover.

Belmont Cross

Weapon (cross), rare

A heavy silver cross with sharpened arms. Thrown, it spins out in a wide arc and always finds its way back.

Weapon Properties. Simple melee weapon. 1d6 bludgeoning damage. Light, thrown (range 30/60 ft.).

Magic Weapon. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The cross is silvered.

Boomerang (1 Heart). When you hit a creature with a ranged attack with this cross, the target takes an extra 1d8 radiant damage. At the start of your next turn, the cross flies back. You can make one attack with it against a creature within 30 feet of you, using no action, and then it returns to you. When you use this property, the cross doesn't return to its loop at the end of your turn.

Item Crash: Grand Cross. As an action, pillars of holy light erupt around you. Each creature of your choice within 30 feet of you must make a Constitution saving throw, taking 27 (6d8) radiant damage on a failed save, or half as much damage

on a successful one. You have resistance to all damage until the start of your next turn.

Belmont Holy Water

Wondrous item, rare

A stoppered glass flask of blessed water that glows faint blue in the dark. Each dawn, it is full again.

Blessed Flask. As an action, you can throw the flask at a creature within 20 feet of you. Make a ranged attack, treating the flask as a weapon you are proficient with. On a hit, if the target is a fiend or an undead, it takes 2d6 + 1 radiant damage. The flask refills at the next dawn.

Holy Fire (1 Heart). When you take the Attack action, you can replace one attack with throwing the flask at a point within 30 feet of you. It shatters into blue holy fire that fills a 10-foot cube centered on that point. Each creature in the cube must succeed on a Dexterity saving throw or take 7 (2d6) radiant damage. The fire lasts until the start of your next turn. For an undead or a fiend, the area is difficult terrain, and it takes 7 (2d6) radiant damage when it enters the area for the first time on a turn or starts its turn there. The flask refills in its loop.

Item Crash: Hydro Storm. As an action, you call down a holy rain in a 30-foot-radius, 40-foot-high cylinder centered on a point within 120 feet of you. The rain lasts for 1 minute, as long as you maintain concentration (as if concentrating on a spell). When the rain appears, and

at the start of each of their turns, each undead and fiend in the area must make a Constitution saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Belmont Stopwatch

Wondrous item, rare

A tarnished silver pocket watch. Its ticking is too loud, and when it stops, so does everything around you.

Perfect Timing. While you carry the stopwatch, you always know the exact time, and you gain a +1 bonus to initiative rolls.

Freeze (3 Hearts). As an action, you click the stopwatch. Each creature of your choice within 20 feet of you must succeed on a Constitution saving throw or be frozen until the start of your next turn. A frozen creature is incapacitated and its speed is 0. The effect ends on a creature if it takes damage. Legendary creatures automatically succeed on this saving throw.

Item Crash: Stolen Second. As an action, you stop time for everyone but yourself. You take one additional turn immediately after this one. During that turn, you can't use the stopwatch's properties or an Item Crash.

Belmont Bible

Wondrous item, rare

A small leather-bound scripture with silver clasps. Its pages turn on their own when evil is near.

Holy Text. You can use the Bible as a

holy symbol. Once per dawn, you can use an action to cast *protection from evil and good* from the Bible.

Orbit (1 Heart). As a bonus action, you set the Bible orbiting you for 1 minute. Once per round, when a hostile creature enters a space within 5 feet of you or starts its turn there, it takes 7 (2d6) radiant damage. Using this property again ends the previous orbit.

Item Crash: Spiral of Pages. As an action, the Bible's pages tear free and spiral outward. Each creature of your choice within 30 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 27 (6d8) radiant damage and is pushed up to 15 feet away from you. On a successful save, it takes half as much damage and isn't pushed.