DUALINK

Vivre Card

Magic Item



One Piece Edition

Vivre Card

Wondrous item, uncommon

A Vivre Card is a piece of pale, unusually resilient paper mystically bound to the life force of a single living creature. The card is created using a fragment of that creature, traditionally a clipping from a fingernail, combined with specially prepared materials.

A Vivre Card requires no attunement.

When created, the card becomes permanently bound to one creature, referred to below as the **linked creature**. It can't later be bound to another creature.

Living Compass

While the linked creature is alive and on the same plane of existence as the Vivre Card, the card subtly pulls toward that creature.

If placed on an open palm, flat surface, or otherwise allowed to move freely, the card slowly crawls in the direction of the linked creature.

The Vivre Card reveals only **direction**.

It doesn't reveal:

- the linked creature's distance;
- the safest route to reach the creature;
- obstacles between the card and the creature;
- whether the creature is above or below you;
- or the creature's exact location.

If the linked creature is on another plane of existence, the card becomes

motionless.
The card doesn't lead toward the location where the linked creature died.

Paper of Life

A Vivre Card reflects the weakening or recovery of the creature to which it is bound.
Its condition is determined by the linked creature's current hit points compared to its hit point maximum. The card shows the lowest state on the table that applies.

Linked Creature's Condition: Vivre Card

- **More than half its hit points:** The card appears whole and healthy.
- **Half its hit points or fewer:** The edges slowly contract and become ragged.
- **One-quarter of its hit points or fewer:** The card visibly shrinks and faint embers creep across its edges.
- **0 hit points but alive:** The card burns steadily but isn't consumed while the creature lives.
- **Dead:** The card burns completely to ash.

The card's appearance doesn't reveal the linked creature's exact hit point total, conditions, location, cause of injury, or the nature of whatever threatens it.
If the linked creature regains hit points, the Vivre Card gradually restores itself to the state appropriate to the creature's current hit points. This restoration occurs over the course of 1 minute.

A Vivre Card that has completely burned away because the linked creature died doesn't return if that creature is later restored to life.
A new Vivre Card must be created.

Divided Life

A Vivre Card can be deliberately torn into smaller pieces.
Any fragment at least 1 inch across remains linked to the original creature and retains all the properties of the original Vivre Card.
Each fragment independently points toward the linked creature and reflects that creature's condition.
If the creature dies, every surviving fragment burns to ash simultaneously, regardless of the distance between them.

Fragments of the same Vivre Card don't point toward one another.
They always point toward the linked creature.
A fragment smaller than 1 inch across loses its magic.

Unnatural Paper

A Vivre Card isn't ordinary paper.
Nonmagical water doesn't damage it, and immersion in water doesn't prevent its properties from functioning.
The card is also immune to damage from nonmagical fire.
This immunity doesn't prevent the card from burning as a result of Paper of Life.
A creature holding the card can deliberately tear it normally despite its unusual resilience.

Hidden from the Card

The Living Compass property is a magical divination effect.

If the linked creature is protected by *nondetection* or another effect that specifically prevents magical divination from locating it, the card becomes motionless for the duration of that protection.

Paper of Life continues to reflect the linked creature's condition.

Preventing a creature from being located doesn't sever the supernatural bond between the creature and its Vivre Card.

Creating a Vivre Card

Creating a Vivre Card requires a small physical fragment freely taken from the creature to whom the card will be bound, typically a fingernail clipping.

The exact materials, craft, time, and availability required to create a Vivre Card are determined by the campaign's normal magic-item creation rules.

A Vivre Card can't be created from a dead creature.

Once completed, no part of the linked creature needs to remain with the card.

What a Vivre Card Doesn't Tell You

A Vivre Card is remarkably reliable and remarkably imprecise.

If your captain disappears and their Vivre Card begins pulling east, you know they are east of you.

If the card begins burning, you know something is terribly wrong.

You don't know whether they are ten miles away or ten thousand.
You don't know whether they are imprisoned, fighting, poisoned, drowning, or simply badly wounded.

You know only two things:
Which way they are.
And whether you are running out of time.