

EVOLVING ITEM (2024)



CUSTOMIZABLE ITEM THAT GROWS IN POWER WITH its master, from common to legendary. No one knows how these items were first created. Some theorized that their first owners may be the one willing them into existence. No one knows how to create them and some have been passed down multiple times, growing in power with each new master.

CREATE AN ITEM

TYPE OF ITEM

There are four kinds of evolving items : weapons, armors (including shields), implements (staff, wand, holy symbol, etc.) and wondrous. It is impossible to find such an item in a ring or consumable form.

Weapon. While attuned to the item, you can change the weapon's type to any weapon that you are proficient with at the end of a short or long rest. You can only do so once per day.

Armor. While attuned to the item, you can change the type of armor from clothing to light, light to medium and medium to heavy, or vice versa, at the end of a short or long rest. You can only do so once per day. Shields can't be changed.

Implements. Once created, the nature of the item can't be changed.

Wondrous. Once created, the nature of the item can't be changed.

ASPECT

Each evolving item has an aspect that dictates when it recharges or regains its daily powers. Choose one from the following: dawn, midday, dusk or midnight.

IMBUING THE ITEM

At first, the item is of magical nature but has no particular effect. While attuned, you may expand a hit die to awaken the item and acquire 1 power point. It is possible to use up to 7 hit dice in total, but only half as much as your hit dice total, rounded down. Until the attunement ends, you can't regain these hit dice.

To attune to an awakened item, you must spend all the required hit dice or the attunement fails.

ENCHANTMENTS

Power points can be used to gain new powers. You may spend 1 hour (which you can do while resting) to use some or all your power points to gain enchantments. Every time a hit die is used to buy a power point, you can reclaim one enchantment.

Enchantments are reclaimed at the same price they are bought. You cannot reclaim an enchantment required by another.

Some enchantments can be taken multiple times for better or different effects.

Most enchantments require you to wield or wear the object to work. The enchantment's description specifies any exception.

PERKS, DRAWBACKS AND RESTRICTIONS

As the item takes on new powers, it also changes in other ways. The total amount of power points invested determines how many perks, drawbacks and restrictions are gained as shown in the following table :

POWER POINTS PROGRESSION

Power Points	Level	Changes
0	Common	—
1	Uncommon	Gain a perk (tier I)
2	Uncommon	Gain a drawback
3	Rare	Gain a restriction (tier I)
4	Rare	Gain a perk (tier II)
5	Very rare	Gain a drawback
6	Very rare	Gain a restriction (tier II)
7	Legendary	Gain a perk (tier III)

PERKS

When the item gains a perk, choose one from the current tier or lower. Each perk may only be selected once.

If you reclaim an enchantment and lose a perk, you select which one as long as you keep perks of an available tier.

DRAWBACKS

There are two types of drawbacks : taboos and flaws.

Taboo must be respected or the attunement to the item ends, and you are unable to reattune for the rest of the day.

Flaws are always in effect while you are attuned to the object.

When you select a drawback, you may choose one from any type. Each drawback you choose must be different. If you reclaim an enchantment and lose a drawback, you select which one.

RESTRICTIONS

Restrictions limit who can attune to the object. Select one type of restriction that applies to you at the current tier. Restrictions are never lost or replaced by reclaiming enchantments.

Upon spending all 7 power points, you may elect to replace all restrictions by a tier III.

ENCHANTMENTS

Name	Cost	Description
Absorb Element	1 pp/type	<i>Type : Armors, Wondrous, Requires : Resistance</i> Once per day as a reaction when you would receive damage of a type the item grants resistance to, you become immune to the damage and heal as many hit points instead.
Animated	1 pp	<i>Type : Any</i> While attuned, you can use an action to turn the item into a creature or back to an object. It uses its own statsblock and is stronger the more power points are in use. At 0 HP, it turns back into the object and can't be animated for the rest of the day.
Blindsight	3 pp	<i>Type : Any</i> While attuned, you gain blindsight up to 30 ft.
Blink Step	1 pp	<i>Type : Any, Requires : Quick</i> As a bonus action, teleport up to half your speed to a location you have a line of effect.
Blood Frenzy	1 pp	<i>Type : Weapons</i> When you hit with this weapon, you can choose to roll up to your proficiency bonus of unspent hit dice and add the total to the weapon's damage.
Dancing	2 pp	<i>Type : Weapons, Requires : Animated or Returning</i> As a bonus action, you can send your weapon up to 30 ft to make an attack. The weapon hovers and has a speed of 30 ft. After it attacks 4 times, it returns to you.
Defender	1 pp	<i>Type : Weapon, Requires : Magic Weapon</i> The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.
Deflect Spell	2 pp	<i>Type : Any, Requires : Magic Resistance</i> Once per day as a reaction when you make a successful saving throw against a spell or a spell attack misses you, you can choose another creature (including the spellcaster) you can see within 120 feet of you. The spell targets the chosen creature instead of you. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.
Familiar	1 pp	<i>Type : Any, Requires : Animated</i> While attuned, grants you the ability to use your item as your familiar, as the Find Familiar spell. If it drops to 0 HP, it turns back into the object and you can't use this ability for the rest of the day.
Hero	1 pp/each	<i>Type : Any</i> Grants one battlemaster maneuver once per turn. You use 1d4 instead of a superiority die.
Imbue Element	1 pp/type	<i>Type : Any</i> Choose a type from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder. Grants an effect to other enchantments : • Magic Weapon : On a 20, deals 5 damage of the type to all creatures of your choice within 5 ft. Adds +1d6 damage of the same type by level of Magic Weapon once per turn. • Protection : As a reaction when you are hit by a creature within 5 ft of you, you deal 1d10 damage of this type for each level of protection to the triggering target. • Spellfocus : Change damage type of a spell you cast to this type. • Spell : Reroll one dice of this damage type.
Imbue Rune	1 pp	<i>Type : Implement, Wondrous, Requires : Spell Refuel</i> Allows you to place a rune on a surface that lasts 24 hours. You can cast a spell into the rune and use its spell slot level in charges, or 1 additional charge if casting from the item's spell list, to store it into the rune. You decide the trigger to release the spell, the target and effects while casting. If you create a rune while one is still active, the first one disappears harmlessly.
Immunity	2 pp/type	<i>Type : Armors, Wondrous, Requires : Resistance (acid, cold, fire, lightning, or thunder)</i> You become immune to the selected type of damage.
Invulnerability	3 pp	<i>Type : Armors, Requires : Shell</i> Once per day, you can use an action to gain immunity to damage this item grants resistance to for 10 minutes.
Lifesaving	2 pp	<i>Type : Armors, Wondrous</i> While attuned, your hit point maximum increases by 4 times the amount of PP used.

ENCHANTMENTS (CONTINUED)

Name	Cost	Description
Magic Resistance	2 pp/level	<i>Type : Any</i> • Level 1: Once per day when you fail a saving throw to resist a spell, you can reroll the die, and you must use the new roll. On a fail, you do not expand this use. • Level 2: You have Advantage on saving throws against spells.
Magic Weapon	2 pp/level	<i>Type : Weapons</i> For each level, the weapon gains a +1 bonus to attack and damage rolls.
Movement	1 pp/level	<i>Type : Armors, Wondrous</i> For each level, your base movement speed increases by 10 ft, up to a maximum of +30 ft. If you have multiple movement types, they all benefit from this increase.
Potency	2 pp/level	<i>Type : Any</i> For each level, the item grants a +1 bonus to any DC that are not from spellcasting nor pact magic.
Protection	3 pp/level	<i>Type : Armors, Wondrous</i> For each level, the item grants a +1 bonus to AC.
Quick	1 pp	<i>Type : Any</i> Grants advantage to initiative.
Repeating	1 pp	<i>Type : Weapons</i> If the weapon uses ammunitions, it can create one as part of each attack, which disappears after both a hit or miss.
Resistance	3 pp/type	<i>Type : Armors, Wondrous</i> Gain resistance to one type of damage from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant or thunder.
Returning	1 pp	<i>Type : Weapons</i> If the weapon is thrown, it returns to your hand immediately after it is used to make a ranged attack. You can also use a bonus action to make it appear in your hand.
Shell	2 pp/type	<i>Type : Armor</i> Gain resistance to one type of damage from bludgeoning, piercing or slashing.
Spell	<i>Special</i>	<i>Type : Any (see description)</i> You can cast one of the item's spells using a number of charges equal to the spell's level. You must supply material components that have a cost each time you cast a spell that requires it. You can cast at a higher level by spending additional charges, up to the item's maximum spell level. Spell attack 3+maximum spell level, DC 11+maximum spell level. Add charges from all levels. Regain the highest level. • 1 PP : 4 charges (regains 1d3), one 2nd level spell or lower • 2 PP : 8 charges (regains 1d4+1), one 4th level spell or lower • 3 PP : 10 charges (regains 1d6+2), one 5rd level spell or lower • 4 PP (implements only) : 12 charges (regains 2d6+4), two 6th level spell or lower
Spell Refuel	2 pp	<i>Type : Implement, Wondrous</i> Grants +3 charges. Once per day, you can use an action to regain a spell slot, using a number of charges from the item equal to the spellslot's level.
Spellfocus	2 pp/level	<i>Type : Implements</i> For each level, the item grants a +1 bonus to spell attack rolls and spell DC.

PERKS

Name	Tier	Description
Adornment	I	You can place an object near the item that floats in place in relation to you. You can take or put an object in this location without spending your object interaction.
Cast-off	I	<i>Type : Armors.</i> As an action, you can don off the item.
Dramatic Demise	I	When you drop to 0 HP, instead of becoming unconscious, you become incapacitated and your movement is 0 ft. You can talk but are still dying.
Dramatic Effect	I	As a bonus action, you can create harmless effects on yourself, such as a wind blowing your cape or changing your colors.
Flowery	I	A few flowers grow in the dirt you walk on. The flowers are mundane and may not survive long without care.
Gleaming	I	The item cleans itself automatically. Paint flakes off and anything attached to it slips off.
Light	I	The item produces a light that shines 10 ft bright, and 10 ft of dim light. As an action, you can reduce to 10 ft of dim light or back.
Perfume	I	All creatures perceive your smell as pleasant.
Sentinel	I	Choose either a general or specific type of creature (such as monstrosities or wolves) when you take this perk. If one is within 120 ft of the item, the item glows a color of your choice.
Tattoo	I	While attuned, you can use a bonus action to change a tattoo that can be as small as a coin and as big as your whole body.
Tracks	I	Upon taking this perk, choose the shape of the footprints you leave while wearing the item; they remain roughly the same size as your normal prints.
Warleader	I	As an action, you can make your voice perfectly heard up to 300 ft away.
Warmage	I	<i>Type : Weapon.</i> Can be used as your spellcasting focus.
Waterborne	I	The item is buoyant. You make Strength (Athletics) checks to swim with advantage.
Weightless	I	The item is not affected by gravity and weighs nothing. If it is not within 60 ft of you, it falls to the ground.
Cantrip	II	You can cast one cantrip you choose when taking this perk at will. Spell attack +5, DC 13. If the item has spells, you can spend use the item's spell save DC and spell attack bonus.
Dread	II	Gives you fearsome features such as red glowing eyes or smoke coming out of your ears. You make Charisma (Intimidation) checks with advantage.
Drunk	II	As an action, you can pour a drink of wine, beer or other spirits on the item. The item drinks and gains a bonus for 1 minute : • Weapon : gains +1 to attack and damage rolls. • Armor or wondrous item : grants +1 AC. • Implement : gains +1 to spell attack rolls and DC. Pouring another only resets the duration. The total bonus granted by the item caps at +3.
Greedy	II	The item instantly absorbs up to 500 gp worth of coins, gems and small trinkets on contact if it isn't being worn or carried. As an action, you can spew out the treasure to an unoccupied space.
Linguist	II	While attuned, you can comprehend, speak and read a language you choose when taking this perk.
Mastery	II	While attuned, you are proficient in a skill you choose when taking this perk.
Prosthetic	II	While attuned, a functional ghostly shape replaces one lost body part, such as an eye, leg, arm or hand.
Purifying	II	Once per day, you can touch a gallon of non-magical liquid and make it safe to drink.
Restful	II	At the end of a short rest, regain 1d4+1 HP.
Scribing	II	The item can be used to write and never runs out of ink. Once per day, you may write an invisible message that lasts 24 hours and that only creatures you name can see.
Thermal	II	The object generates enough heat to keep a 15 ft radius at 95 F (35 C).
Healthy	III	You are immune to all diseases.
Powerful	III	While attuned, one attribute you choose when taking this perk increases by +2. This perk does not change your maximum.
Respiration	III	You do not need to breathe for up to 1 cumulative hour each day.
Unbreakable	III	The item cannot be destroyed except for a method you choose when taking this perk.

RESTRICTIONS

Name	Tier	Description
Attribute	I	Can only be attuned if an attribute you choose when taking this restriction is at least 13.
Skill	I	Can only be attuned if proficient with a skill you choose when taking this restriction.
Spellcasting	I	Can only be attuned if by a spellcaster. The item's spells, if any, can be cast using your spell save DC and spell attack bonus.
Alignment	II	Can only be attuned by a creature of one alignment of one or both axis you choose when taking this restriction.
Class	II	Can only be attuned by a certain class you choose when taking this restriction.
Species	II	Can only be attuned by a certain species (or lineage) you choose when taking this restriction.
Bloodbound	III	Can only be attuned by smearing a drop of blood from the item's current master.
True Name	III	Can only be attuned by a creature sharing the item's master's name.
Conquest	III	Can only be attuned by a creature that defeated the item's previous master. If no such creature exists, the item can only be attuned to again after a whole year.

TABOOS

Taboo

- You must be directly on natural ground if you sit.
- You must do your long rest outside.
- You must not consume alcohol.
- You must not consume meat.
- You must not lie.
- You must not touch a corpse.
- You must not use utensils when eating.
- You must not wash yourself.
- You must not wear one color (primary or secondary, such as red or green)
- You must stay celibate.
- You must whisper when talking.

FLAWS

Name	Description
Dirty	While attuned, you are dirty and are unable to wash yourself.
Gluttony	You need to eat twice as much.
Hairy	Your hair and nails grow by an inch each day.
Haunted	While attuned, a vision of a character that only you can see or hear follows you around. It only knows what you know and embodies one of your flaws.
Hydrophobia	While within 60 ft of a body of water, such as a pond or a sewer drain, you are frightened by it.
Nyctophobia	While in an area of darkness, you are frightened. If you can see light, you can use your movement to go toward the source.
Sloth	Your long rest takes a half more time.
Swarming	You attract insects.

SAMPLE ITEMS

MOONCUTTER

Weapon, Legendary (requires attunement by a good-aligned character and proficient with Intelligence (Nature))

You have a +2 bonus to attack and damage rolls made with this magic glaive. On a 20 to an attack roll, you can deal 5 radiant damage to all creatures of your choice within 5 ft of you. Once per round, you can add 2d6 radiant damage on a hit.

The item has 8 charges and regains 1d3 at midnight. You can cast Divine Favor (1 charge) and Moonbeam (2 charges). The spell's DC is 13.

Mooncutter produces light in a 10 ft radius, and dim light for another 10 ft. You can use an action to switch to dim light instead.

While attuned to Mooncutter, you heal by 1d4+1 at the end of your short rests and gain +2 to your Constitution score. While in an area of darkness, you are frightened. If you can see light, you can use your movement to go toward the source. The attunement ends and you are unable to reattune until midnight if you complete a long rest while not outside.

Magic weapon +2 (4 pp), Imbue element (radiant, 1 pp), Spells (2 pp), Perks (Light, Restful, Powerful [Con]), Drawbacks (Nyctophobia, must do long rest outside)

SUBTILITY

Armor, Very rare (requires attunement by a fighter with at least 13 in Dexterity)

You have a +1 bonus to AC, you have advantage to initiative and can use a bonus action to teleport up to half your walking speed to a location you have a line of effect while wearing this armor.

The armor has no weight and, if unattended, floats while within 60 ft of you. You can place an object near the armor to attach it to you. You can take or put an object in this location without spending your object interaction.

Your attunement ends and you are unable to reattune until midday if you don't whisper to talk or tell a lie.

Magic armor +1 (3 pp), Quick (1 pp), Blink step (1 pp), Perks (Adornment, Weightless), Drawbacks (must whisper when talking, must not lie)

STAFF OF THE NECROMANCER

Staff, Legendary (requires attunement by an evil wizard)

The staff has 20 charges and regains 2d6+4 at twilight. You can cast False Life (1 charge), Gentle Repose (2 charges), Animate Dead (3 charges) and Blight (4 charges) with a save DC of 17. You can spend additional charges to upcast a spell to a maximum of 6 charges total. You may reroll one dice of necrotic damage while casting a spell.

While attuned, you are immune to disease. When you drop to 0 HP, instead of becoming unconscious, you become incapacitated and your movement is 0 ft. You can talk but are still dying. A ghostly shape may replace a lost body part, such as a leg, arm or hand. You are dirty and can't clean up.

An old human with part of his skull exposed appears and follows you around, suggesting you to eat parts off corpses whenever you see one. Only you can hear or see this vision.

Imbue Element, Spells x4 (1+1+4 pp), Perks (Dramatic Demise, Prosthetic, Healthy), Drawbacks (Dirty, Haunted)

WIDOWER'S LOCKET

Amulet, Rare (amulet, requires attunement by someone proficient in Wisdom (Insight))

This locket has a compartment where a portrait of the previous owner's wife is painted. The item grants +1 to AC while you wear it.

As an action, you can turn the item into a creature or back to an object. It uses its own statsblock and is stronger the more power points are in use. At 0 HP, it turns back into the object and can't be animated until the next dawn.

As an action, you can cast dancing light, but it always takes on the form of a vaguely feminine humanoid.

The attunement ends and you are unable to reattune until the next dawn if are no longer celibate.

Protection +1 (3 pp), Animated (1 pp), Perks (Cantrip, Flowery), Drawback (You must stay celibate)

ANIMATED ITEMS

In combat, the animated item acts during your turn. It can move and use its Reaction on its own, but the only action it takes is the Dodge action unless you take a Bonus Action to command it to take an action in its stat block or some other action. You can also sacrifice one of your attacks when you take the Attack action to command the animated item to take the animated item's attack action. If you have the Incapacitated condition, the animated item acts on its own and isn't limited to the Dodge action.

ANIMATED ARMOR

Small or medium construct, true neutral

Armor Class base item's armor class

Hit Points 5 plus five times the power points total (the item has a number of Hit Dice (d8) equal to power points total)

Speed 5 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Dex 0 + total power points

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language you speak

Challenge —

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* +total power points to hit, reach 5ft., one target. *Hit:* 3 (1d6) bludgeoning

Cover. The animated armor provides half cover to an ally within 5 ft until the start of its next turn.

REACTIONS

Interception. When its master is attacked, the animated armor may move up to its speed to an unoccupied space within 5 feet of its master and the attack roll targets it instead.

ANIMATED IMPLEMENT

Tiny construct, true neutral

Armor Class 12

Hit Points 3 plus three times the power points total (the item has a number of Hit Dice (d4) equal to power points total)

Speed 5 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex 2 + total power points

Damage Immunities poison, psychic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language you speak

Challenge —

Evasion. If the animated implement is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* +total power points to hit, reach 5ft., one target. *Hit:* 2 (1d4) bludgeoning

REACTIONS

Channel Magic. The animated implement delivers a spell you cast that has a range of touch. The animated implement must be within 120 feet of you.

ANIMATED ITEM

Tiny construct, true neutral

Armor Class 12

Hit Points 3 plus three times the power points total (the item has a number of Hit Dice (d4) equal to power points total)

Speed 5 ft., fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex 2 + total power points

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language you speak

Challenge —

Evasion. If the animated implement is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Flyby. The animated item doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Slam. *Melee Weapon Attack:* +total power points to hit, reach 5ft., one target. *Hit:* 1d4 bludgeoning

ANIMATED WEAPON

Tiny construct, true neutral

Armor Class 13

Hit Points 4 plus four times the power points total (the item has a number of Hit Dice (d6) equal to power points total)

Speed 5 ft., fly 30 ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	8 (-1)

Saving Throws Dex 2 + total power points

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands one language you speak

Challenge —

Evasion. If the animated weapon is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Weapon attack. *Melee Weapon Attack:* +2 plus two times the power points total to hit, reach 5ft., one target. *Hit:* weapon's damage die + power points total + magic weapon bonus if applicable

Created by Nihb, 2024

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Made with [The Homebrewery](#).