

## The Shadowglass Spindle

*Wondrous item; uncommon (d4, d6), rare (d8, d10), or very rare (d12)*

This tiny trapezohedron contains the luck originally granted to Lakka Mossmantle. It also lets the user tap into the power of the fey creatures from which the spindle's power derives. Both effects have limits on their usage.

**Luck.** A creature carrying a *shadowglass spindle* can claim a 1d4 bonus to one saving throw or ability check of its choice. The bonus can be invoked after the die is rolled. The spindle's user regains the ability to claim a luck benefit after completing a long rest. (This is independent of the item's other function related to glamor; tapping one benefit does not prevent the user from accessing the other.) If another creature takes the spindle, it does not gain access to this luck effect until having completed a long rest with the spindle in its possession.

This luck comes with a downside. Once, within 24 hours following each use of this luck effect, the Game Master can roll 1d4 and impose the result as a penalty to one saving throw or ability check performed by a friend or ally of the user who is within a mile of the spindle.

**Fortifying Glamor.** The possessor of the *shadowglass spindle* can activate it with an action. The item can't be reactivated in this way until that user finishes a long rest, or until 24 hours passes, whichever comes first. Just like the luck effect, if another creature takes the object, it does not gain access to this fortifying glamor effect until having completed a long rest with the spindle in its possession.

## Upgrading the Spindle

The various pieces of the *shadowglass spindle* look the same, like a "d4-shaped" tetrahedron. When two or more pieces are held by the same creature, or by allied creatures within 50 feet of one another, they instantly join into a single upgraded version, an object with additional facets. The pieces can't be separated thereafter by anyone but the Queen of Shadowglass herself.

When you invoke the item's glamor effect with an upgraded spindle, you can choose to roll more (and larger) dice as shown below.

**Hexahedron ("d6-shaped" after 1 upgrade).** Roll 1d4 or 1d6, or roll both together and choose one result

**Octahedron ("d8-shaped" after 2 upgrades).** Roll 1d4, 1d6, or 1d8, or roll any combination of those three dice together and choose one result

**Deltahedron ("d10-shaped" after 3 upgrades).** Roll 1d4, 1d6, 1d8, or 1d10, or roll any combination of those four dice together and choose one result

**Dodecahedron ("d12-shaped" after 4 upgrades).** Roll 1d4, 1d6, 1d8, 1d10, or 1d12, or roll any combination of those five dice together and choose one result

You might still prefer to roll the smaller dice when a lower-numbered result is desired. You might also prefer to roll fewer dice to reduce the risk of rolling a 1; if any of the dice you roll during activation produces a 1, you must use that result on the Fortifying glamor Effects Table!



## FORTIFYING GLAMOR EFFECTS

When you activate the spindle's fortifying glamor effect, roll as many spindle dice as you want and consult the following table. Each face of the die correlates to a particular type of fey, one whose nature and mien inspires the resulting magical effect. If you roll multiple spindle dice, but you must roll them all at once, and if any of the dice lands on 1, you must select the *Bad Luck* option. Most results on the table affect "allies." Allies includes you, the user, as well as any creature you choose that is within 30 feet of you at the time of activation.

Result	Effect
1	<b>Bad Luck.</b> Once, within 24 hours of rolling this result, the Game Master can roll a die and impose the result as a penalty on one saving throw or ability check performed by you, or by any friend, relative, or associate of yours that is within a mile of you. The die rolled is equal to the largest die you rolled for this activation of the item. This result approximates the downside of the spindle's luck mechanic but does not replace the luck mechanic or alter its uses.
2	<b>Basic Life.</b> Allies are washed in a cool, soothing magic that heals injuries. Each can immediately spend 1 Hit Die for healing as though having completed a short rest.
3	<b>Intermediate Life.</b> Allies are coated in a protective rime, gaining 5 temporary hit points.
4	<b>Advanced Life.</b> Allies roll up to 2 of their remaining Hit Dice for healing as though having completed a short rest, but the dice are not expended. A creature healed to its hit point maximum gains any remaining points as temporary hit points.
5	<b>Basic Mobility.</b> Allies can glide across the ground, gaining a bonus of +10 to normal movement speed for 1 minute.
6	<b>Advanced Mobility.</b> Allies gain a bonus of +10 to normal movement speed for 1 minute. Additionally, within that time, each ally can teleport once to an unoccupied space it can see. The teleporting creature spends its movement for the turn when teleporting; the range is equal to the movement spent.
7	<b>Basic Damage.</b> Allies feel the rising storm within them, expressing that icy power through their attacks. For 1 minute, allies can convert the damage type of their weapon attacks and damaging spells to cold damage.
8	<b>Advanced Damage.</b> For 1 minute, allies can convert the damage type of their weapon attacks and damaging spells to cold damage. Additionally, once on each of its turns, each affected creature can add 1d8 cold damage to one successful weapon attack, unarmed attack, or spell attack that inflicts damage.
9	<b>Basic Protection.</b> Allies are protected by an invisible aura of magical protection. Choose one damage type other than psychic damage. Allies gain resistance to that damage type for 1 minute.
10	<b>Advanced Protection.</b> Choose one damage type other than psychic damage. Allies gain resistance to that damage type for 1 minute. Additionally, one creature you choose within 30 feet of you gains resistance to all damage types (except psychic damage) for the duration.
11	<b>Basic Winter.</b> The terrain around you in a 300-foot radius is covered in glittering ice and frost, transforming into a winter wonderland for 1 minute. Creatures in the area must make a DC 15 Constitution saving throw. They take 1d12 cold damage on a failure, or half damage on a success. Additionally, creatures treat the area as difficult terrain. Any movement in the area (except flight) requires the creature to succeed on a DC 15 Dexterity (Acrobatics) check or fall prone at the end of that movement. Allies suffer none of these effects, comfortably moving through the area as normal.
12	<b>Advanced Winter.</b> This has the same effect as result 11. Additionally, when you activate the item, you can also choose to apply any other result from this table except 11. If the selected additional effect is one with a duration, it also ends if the ally moves outside of the winterized area.