

The Shadowglass Spindle

Game dice. Math rocks. These little beauties are intriguing. Just the look of them has been known to draw people from across the room.

“What’s that, nerd? How do you play that?”

The allure of game dice is strong. Players always want to touch them. They lay out their sets in rows and build polyhedral towers between combat turns. They swat away the grubby reach of players who forgot their own. Some players get addicted, turning their collections to a compulsion.

What if you could channel that dice magic into your game? This supplement lets you do just that. It puts dice in the role of a game item and gives you an excuse to put these fey-touched objects on display.

HEY! Dungeon Master! The way to use this item at your table is to entice the players with a fancy set of D&D dice. Keep the whole set visible on your side of the table, perhaps in a special container or display case, and do NOT let players touch or inspect the dice. They’re not allowed. When the players finally find their first piece of the Shadowglass Spindle and you dramatically hand over your fancy D4, they’re gonna lose their minds.

- Matty P



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	Bad Luck. 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	Basic Life. 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	Intermediate Life. Allies are coated in a protective rime, gaining 5 temporary hit points.
4	Advanced Life. 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	Basic Mobility. Allies can glide across the ground, gaining a bonus of +10 to normal movement speed for 1 minute.
6	Advanced Mobility. 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	Basic Damage. 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	Advanced Damage. 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	Basic Protection. 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	Advanced Protection. 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	Basic Winter. 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	Advanced Winter. This has the same effect as result 11. Additionally, when you activate the item, you can also choose 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.



Once upon a time...

Lakka Mossmantle was born in an ill-omened year, she was shunned by the other halfling children. Lakka had no friends to play with. One day, while alone in the breezy hills and woods behind her village, little Lakka Mossmantle met the Queen of Shadowglass.

The Queen of Shadowglass often wandered the mortal world as a reprieve from the nattering of her fey subjects. She had no friends and needed none. Or so she told herself until that day. The Queen was approaching her favorite fey glen when she heard the clink of glasses and a child's laughter. She found Lakka Mossmantle having a tea party by herself.

The Queen of Shadowglass was terrible to behold, with glossy black eyes, lightning-colored wood, and unnaturally white hair, matted and spun into a high, glorious crown. But Lakka Mossmantle was not afraid. She invited the Queen to sit and have tea with her.

The two formed an improbable, lasting friendship. In the years that followed, the Queen of Shadowglass attended many of Lakka's tea parties. The queen made her royal guards attend with her, laying aside their frosted shields and swords of black ice.

Having finally found some friends, the halfling's confidence and luck improved. Lakka gained increasing acceptance within her village, eventually growing famous and drawing admirers from the surrounding boroughs. Year after year, she found herself with less and less time to hold tea in the woods with the Queen of Shadowglass. But Lakka always remembered and cherished her very first friendship.

In the fickle way of the fey, Lakka's luck wasn't shared by those around her. This occasional ill-fortune never bothered the halfling until she was a grandmother, when a tragic accident took two family members from her. Lakka's adult daughter died in the same river-crossing catastrophe that took her husband, leaving Lakka to live with her son-in-law and five granddaughters.

Lakka was despondent for a long time before an idea came to her. She returned to the woods to have tea with the Queen of Shadowglass, and to beg a boon. She asked that her luck pass to her five grandchildren. The Queen of Shadowglass obliged. She spun five baubles out of the ether that flows between this world and the fey world. Members of the Queen's Guard, the other winter fey who dutifully attended each tea party, poured a measure of their essence into the gems. Upon Lakka's death, the inheritors of these baubles would know the same luck and fey friendship the halfling found in the woods all those years ago. Lakka's grandchildren would also gain some protection derived from the abilities of the Queen's protectors.

Lakka Mossmantle died peacefully at home and surrounded by family. But first, she told her son-in-law of her friendship with the Queen and instructed him to divide the five baubles among her grandchildren. After Lakka's death, the son-in-law did not pass these items to his daughters. A notorious gambler, one plagued with ill-fortune, he saw a chance to take Lakka's place as the luckiest halfling in the village. And though he had an initial run of luck, he lost his children's inheritance bit by bit as he gambled away the precious baubles.

No one knows where Lakka's luck now resides. Rumors of the items still circulate. It's a particularly popular tale in gambling halls, where it is often said that owning one of these gems means the holder will never lose at dice. Though no one is certain what magic the baubles hold, one aspect of this story is true in every telling of it—anyone who finds all five gems will become as lucky as Lakka Mossmantle.

**THIS IS THE STORY OF HOW LAKKA
MOSSMANTLE BEFRIENDED THE QUEEN OF
SHADOWGLASS, WHICH LED TO THE CREATION
OF THE SHADOWGLASS SPINDLE.**

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Originally published 22/09/2022

Latest version 22/09/2022

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