

BOREAS

Legendary weapon: greatsword, requires attunement

Forged from the blood of its owner, this blade is the product of generations of craftsmanship, yet only has one owner. Molded with frost and shadows, it doesn't have a visible edge, yet it strikes true, granting its victims the cold kiss of death.

Curse: Bonded for life. This weapon can only be attuned to one creature. If that creature dies, the weapon shatters 1d8 days later.

This is an evolving weapon, each benefit is gained when the character reaches certain levels

CHARACTER LEVEL 1

This weapon has 1 charge that it regains daily at dawn. You can expend one charge to gain the following benefit:

- **Winter's bite:** As a bonus action you expend 1 charge. A frozen mist swirls around the blade. For the next minute, hits made with the weapon deal an additional amount of cold damage equal to your proficiency bonus on a hit.

CHARACTER LEVEL 4

You have a +1 bonus to attack and damage rolls made with this weapon. The weapon can now has 2 charges that it regains daily at dawn.

In addition shadows meld with the blade. You can choose to change the damage of the Winter's Bite ability to necrotic instead of cold when you activate it.

CHARACTER LEVEL 8

While attuned to this weapon, you have resistance to cold damage and can use the following ability:

- **One With The Shadows:** Once per day, as a bonus action, you utter the blade's command word, causing shadows to engulf you. You become a shadowy version of yourself. While in that form you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells while in that form. This effect ends after 10 minutes or if you drop to 0 hit points or use another bonus action to exit it. While in this form, you have a walking and climbing speed of 30 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. In addition, while in dim light or darkness you are invisible. This ability recharges daily at dawn.

CHARACTER LEVEL 12

You now get a +2 bonus to attack and damage rolls made with this weapon.

The weapon can now hold 5 charges that it regains daily at dawn, and you can expend them in a new way:

- **Frozen Shadows:** As an action, you can expend 3 charges. The blade briefly freezes time to allow you to strike from the shadows. Choose up to 3 creatures within 60 feet of you, you vanish and reappear in their shadow and strike. Make a melee weapon attack with advantage against each target. On a hit, a target takes 4d8 necrotic damage and 4d8 cold damage. You then reappear in your original space.

CHARACTER LEVEL 16

While attuned to this weapon, you have resistance to necrotic damage.

You now gets a +3 bonus to attack and damage rolls made with this weapon. The weapon can now hold 8 charges, and you can use the One With The Shadows ability three times before needing to take a long rest.