



SUNKEN FALCHION

Longsword, legendary, requires attunement

Abandoned by an ancient warlock, servant of a giant serpent god, the eye located on the pommel of this charred falchion seems to emanate life.

To unlock the full power of the falchion, the Serpent God has set trials that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the falchion.

Each trial is necessary to complete for the subsequent one to become available. A creature attuned to the weapon isn't necessarily aware of what the next trial is, but may uncover it through research.

INACTIVE FORM

This weapon has the *finesse* property.

While attuned to this weapon, flowing water covers your body. You have a swimming speed of 30 feet and can breathe underwater.

FIRST FORM

Trial: Spend one night underwater in the deep ocean without resurfacing.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, you can make one attack with it as a bonus action. In addition you have a swimming speed of 30 feet and can breathe underwater.

This weapon has 2 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.

Art by Tartan_Kiwi

SECOND FORM

Trial: *Collect another lost eye of the Serpent God.*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 60 feet and can breathe underwater.

This weapon has 6 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).

3RD FORM

Trial: *Kill the warlock the walked away from the serpend god and retrieve the last eye.*

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property.

While attuned to this weapon, flowing water covers your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 60 feet, can breathe underwater and you can choose to walk on water or not (no action required).

This weapon has 9 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).

- **Slashing Waters** As an action you can expend 3 charges. You swing the falchion forward, a devastating blade of water rampages forth. All creatures in a 40-foot-long 5-foot-wide line in front of you must succeed on a Constitution saving throw or take 5d10 slashing damage on a failure, or half as much on a success, as the water cuts their flesh.

FINAL FORM

Trial: *Free the serpent god from its eternal prison.*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon has the *finesse* property.

While attuned to this weapon, flowing water cover your body, improving your reflexes. If you make use your action to Attack with the falchion, or use the Fathomless Dive ability, you can make one attack with it as a bonus action. In addition you have a swimming speed of 90 feet, can breath underwater and you can choose to walk on water or not (no action required).

This weapon has 13 charges that it regains daily at dawn, if an effect requires a saving throw, the DC is equal to 8 + your Proficiency bonus + your Constitution Modifier. You can expend the charges in the following ways:

- **Fathomless Dive** As an action, you can expend 1 charge to vanish in a gush of water and teleport up to 20 feet to an unoccupied space that you can see. You can choose a point within 90 feet instead, if you target a body of water of minimum 2 feet by 2 feet, or are under heavy rain, or underwater.
- **Oceanic Defense** As a bonus action you can expend 2 charges to gain resistance to bludgeoning, slashing piercing and fire damage until the start of your next turn as your body turns aqueous. On your next turn you can expend an additional 2 charges to keep the effect going until the start of your next turn (no action required).
- **Slashing Waters** As an action you can expend 3 charges. You swing the falchion forward, a devastating blade of water rampages forth. All creatures in a 40-foot-long 5-foot-wide line in front of you must succeed on a Constitution saving throw or take 5d10 slashing damage on a failure, or half as much on a success, as the water cuts their flesh.
- **Eye of the Serpent God** As an action, you can expend 4 charges to lift the eye from the pommel, it then turns invisible. You cast the *arcane eye* spell.
- **Abyssal Cataclysm** You can expend 10 charges to cast the *tsunami* spell as an action instead of its normal casting time. If you do so the falchion loses all power until the next dawn.