

ARMS OF EVOLUTION

By ZAC MILLMAN

Arms of Evolution is a supplement for Dungeons and Dragons 5E inspired by the item trees present in many MOBAs.

Leveling up from Tier 1 to Tier 2 at the specified level, players choose one of the optional properties for the item to gain. For Tier 2 to Tier 3, the players choose an option based on their previous choice.

AMULET OF ELEMENTAL CHANNELING

Wondrous Item, Rare (Requires Attunement)

This amulet has a magnificent gem embedded at the center of it that seems to continually shift in color. Occasional flares form images reminiscent of elemental magic.

While holding this amulet you gain proficiency in the Arcana skill and have Advantage on Intelligence checks related to elementals or the Elemental Planes.

TIER 2

At level 3, choose Acid, Cold, Fire, Lightning, or Thunder. The amulet gains the following property:

Elemental Body. While holding this amulet, you gain Resistance to the chosen damage type.

TIER 3

At level 8, choose one of the following options; the amulet gains the chosen property.

Soul of the Planes. While holding this amulet you gain Immunity to the damage type chosen for Elemental Body.

Elemental Retribution. When you are hit with the damage type chosen for Elemental Body you may instead absorb the damage and redirect it to a foe. Target creature within 30 feet takes Force damage equal to your level + Proficiency Bonus. This feature can be used a number of times equal to your Proficiency Bonus per Long Rest.

ABERRANT BLADE

Weapon (Greatsword, Longsword, Shortsword, Rapier, or Scimitar), Rare (Requires Attunement)

The blade of this weapon appears to be forged incorrectly, with strange bends and twists. You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

TIER 2

At level 5, choose one of the following options; the weapon gains the chosen property.

Grasp and Snare. If you hit a creature with this weapon, you may cause the blade to spiral and warp into grasping tendrils; if the target is Huge or smaller, it gains the Grappled condition (escape DC 10 plus the ability modifier used to make the attack roll and your Proficiency Bonus). The sword can grapple only one creature at a time, and you can cause the sword to release a Grappled creature (no action required).

Rake and Tear. This weapon scores a Critical Hit on an attack roll of 17, 18, 19, or 20 on the d20. Additionally, you roll an extra damage die upon scoring a Critical Hit.

TIER 3

GRASP AND SNARE

At level 10, choose one of the following options; the weapon gains the chosen property.

Bind and Crush. When you grapple a creature with *Grasp and Snare* you may force them to make a DC 16 Dexterity saving throw, on a failure, the creature gains the Restrained condition. While restrained in this manner, attacks made with the weapon against the target automatically hit.

Stretch and Warp. Double the range of this weapon.

When you make an attack with this weapon, you can make an additional attack roll against a different target within 5 feet of the original target.

RAKE AND TEAR

At level 10, choose one of the following options; the weapon gains the chosen property.

Gnash and Rend. When you score a Critical Hit with this weapon you may cause your target a Grievous Wound that lasts 1d4+2 rounds. While affected by this wound the target has Disadvantage on Constitution checks and saving throws. Additionally, they take 1d6 Slashing damage at the start of each of their turns. A creature can only be affected by one wound at a time.

Drain and Sicken. When you score a Critical Hit with this weapon, the target must make a DC 16 Constitution saving throw. On a failure they gain 1 Exhaustion level, and you gain Hit Points equal to the damage dealt. On a success, they do not gain a level of exhaustion.

HAMMER OF CRASHING

Weapon (Light Hammer or Warhammer), Very Rare (Requires Attunement)

This hammer hums and vibrates in your hands. The head is made of a thick piece of stone with thin fractures running all through it. When going into battle the cracks start to grow, you gain a +1 to attack and damage rolls made with this weapon.

Ruinous Crash. When taking the attack action, you can instead slam the ground and send out a powerful shockwave in front of you. All creatures in a 40 foot line must make a DC 14 Strength saving throw, taking 2d6 on a failure or half as much on a success.

TIER 2

At level 8, choose one of the following options; the weapon gains the chosen property.

Airburst Strike. When taking the attack action, you may instead strike the air with this weapon, sending a shockwave through the air at a single target. The shockwave has a range of 40 feet and deals 2d8 Bludgeoning damage on a hit.

Radial Wave. When using *Ruinous Crash* you may choose to send the shockwave out in a 20-foot-radius Sphere, centered on you.

Molten Trail. *Ruinous Crash* leaves a trail of bubbling magma in its path, adding 1d6 Fire damage to the initial attack. Creatures that start their turn in the trail take 1d6 fire damage. The trail lasts until the start of your next turn.

TIER 3

At level 14 the attack and damage bonus from this weapon increase to +3, and the range of all shockwave effects is doubled.

Airburst Strike

When using the *Airburst Strike* feature, you may now launch two shockwaves, choosing new targets for each.

Choose one of the following options; the weapon gains the chosen property.

Resounding Pressure. When you hit a target with this weapon you may cause the air around them to bounce back and forth, disorienting them. The target must make a DC 18 Constitution saving throw. On a failure they can not take Reactions until the end of your next turn, and their Speed is reduced to 0. On a success their speed is halved.

Carving Wind. *Airburst Strike*'s range is doubled again, and the attack now pierces all targets in a line. For each creature the strike hits add an additional die of damage.

Radial Wave

When using the *Radial Wave* or *Ruinous Crash* features of this weapon, creatures of your choice ignore the damage.

Choose one of the following options; the weapon gains the chosen property.

Rolling Earth. When using the *Radial Wave* or *Ruinous Crash* feature of this weapon, you may cause the ground in the area affected to churn violently. Creatures of your choice in the area must make a DC 18 Dexterity saving throw or gain the Prone condition. The area also becomes difficult terrain until the end of your next turn.

Gravitational Surge. After using the *Radial Wave* or *Ruinous Crash* feature of this weapon, you become surrounded by floating rock until the start of your next turn. Creatures that come within a 20-foot-radius Sphere of you, or start their turn in this area, must make a DC 16 Dexterity saving throw. On a failure, they take damage equal to double your Strength modifier.

Molten Trail

Molten Trail's Fire damage increases to 3d6, and the damage now ignores resistances and immunities.

Choose one of the following options; the weapon gains the chosen property.

Blazing Pillar. Whenever a creature takes damage from *Molten Trail* the magma erupts and spreads in a 5-foot-radius Sphere, dealing 1d6 fire damage to each creature in the radius. This effect can chain, but each creature is only affected by the spread once at the start of their turn.

Volcanic Guard. After using *Molten Trail* you become surrounded by flowing magma and cooling obsidian. Until the start of your next turn you gain a +10 to your AC and creatures that hit you with a melee attack take 1d6 Fire damage.

CLOAK OF THE INFINITE COSMOS

Wondrous Item, Rare (Requires Attunement)

This deep black cloak, cool to the touch, grants you a +1 bonus to your AC. The inner lining shifts with the night sky, stars twinkling in and out of view.

TIER 2

At level 5, choose one of the following options; the cloak gains the chosen property.

Solar Flare. You summon the light of the stars from the sleeves of the cloak, choosing three points within 60 feet of you. Creatures within 15 feet of each point must make a DC 14 Dexterity saving throw or gain the Blinded condition until the end of your next turn. You can use this feature a number of times equal to your Proficiency Bonus.

Gravity Field. You extend a field of dense gravitational forces in a 15-foot-radius Sphere centered on you. For 1 minute ranged attacks against all creatures within the area have Disadvantage. You can use this feature a number of times equal to your Proficiency Bonus.

TIER 3

Solar Flare

At level 12 the save DC of Solar Flare increases to 17.

Choose one of the following options; the weapon gains the chosen property.

Supernova. You channel the power of a dying star into your Solar Flare, causing them to spawn violent explosions of light. Creatures within range of Solar Flare take 3d8 Radiant damage on a failed save, or half as much on a successful one.

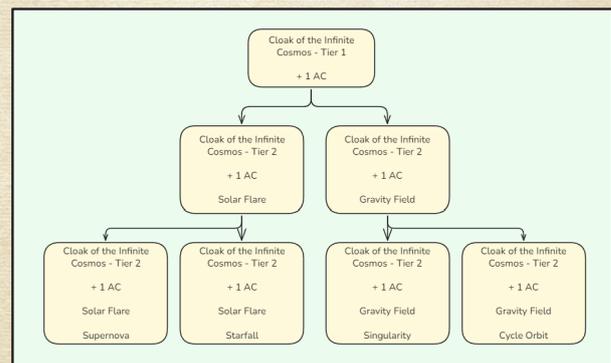
Starfall. The light from your Solar Flares coalesces into small, stationary stars. Each star releases a flare at the start of each of your turns, lasting for 1d6+1 rounds.

Gravity Field

At level 12, choose one of the following options; the weapon gains the chosen property.

Singularity. If you would be hit by a ranged attack while Gravity Field is active you may use your Reaction to absorb the attack into the cloak. Your AC increases by an amount equal to the attack bonus of the negated attack.

Cycle Orbit. If a ranged attack would hit a creature within your Gravity Field, you may use your Reaction to twist gravity and redirect the attack to your foes. Make a ranged attack using the attack bonus of the original attack against a target within X feet of you, where X is the range of the original attack.



Sample Upgrade Tree