

ARMS OF EVOLUTION

Arms of Evolution is a supplement for DnD 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 large gem embedded at the center of it that seems to continually shift in color. Occasional flares form images reminiscent of the elemental magic.

The amulet grants the wearer proficiency in Arcana and advantage on any check related to elementals or the elemental planes.

TIER 2 - LEVEL 3

Choose Acid, Cold, Fire, Lightning, or Thunder. The amulet gains the following property:

Elemental Body. You gain resistance to the chosen damage type.

TIER 3 - LEVEL 8

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

Soul of the Planes. 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 direct it to a foe. Target creature within 30 ft 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 (any sword), 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 and damage rolls made with this magic sword, as the strange blade is dizzying for enemies to follow.

TIER 2 - LEVEL 5

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

Grasp and Snare. When you hit a target with an attack using this weapon, you may cause it to spiral and warp into grasping tendrils. The target becomes grappled until they escape. You may continue to attack the grappled creature with this weapon.

Rake and Tear. This weapon crits on a roll of 17-20.

Additionally, you roll an extra damage die upon scoring a crit.

TIER 3 - LEVEL 10

GRASP AND SNARE

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, becoming restrained on a failure. While restrained in this manner, attacks made with the weapon against the target automatically hit.

Stretch and Warp. Double the reach of this weapon. When you make an attack with this weapon, you can make an additional attacked roll against a different target within 5ft of the original target.

RAKE AND TEAR

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

Gnash and Rend. When you crit 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 one die of 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 crit with this weapon, the target must make a DC 16 Constitution saving throw. On a failure they gain one level of exhaustion, 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 40ft line must make a DC 14 Strength saving throw, taking 2d6 on a failure or half as on a success.

TIER 2 - 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 40ft and deals 2d8 bludgeoning damage on a hit.

Radial Wave. When using *Ruinous Crash* you may choose to send the shockwave out in a 20ft radius, 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 - 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 pierce all targets in a line. For each creature the strike hits add an additional die of damage.

RADIAL WAVE

When using the *Ruinous Crash* or *Radial Wave* 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 be knocked prone. 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 ft radius 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 5ft radius, dealing 1d6 fire damage to each creature in the radius. This effect can chain, but each creature is only effected by the spread once on 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 (cloak), 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, starts twinkling in and out of view.

TIER 2 - 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 60ft of you. Creatures within 15ft of each point must make a DC 14 Dex saving throw or be blinded 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 gravitation forces in a 15ft radius around 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 - LEVEL 12

SOLAR FLARE

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. The stars releases a flare at the start of each of your turns, lasting for 1d6+1 rounds.

GRAVITY FIELD

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 Xft of you, where X is the range of the original attack.