

Apidingin

Version 1.01 (March 2024)

<https://www.dndbeyond.com/magic-items/6956957-apidingin>



Wondrous Item, unknown rarity

This being is that of another world, far from these planes, they are known as a Peralat more specifically a Weapon Peralat. The being exclaims that he was pulled away from his plane by this ancient evil being and got somewhat corrupted in its morals when it arrived on the Minarian plane.

The being explains the history of the Peralats: These creatures were created in the beginning from space rock that was fused from the magical auras that the Astral Sea brought to them, those created were the Triumvirate. The Triumvirate are the first three created their names were Athoria, Peralat of Weapons, Porothos, Peralat of Shields, and Aramis, Peralat of Armor. These magical beings have been awake for as long as the creation of the universe and contain immense knowledge. They then began to use part of themselves to create offspring and deviations of Weapons, Shields, and Armor and have been doing so for as long as they have been awake. Through this length of time, they have nearly all unique combinations of Weapons, Shields, and armor imaginable.

While the Peralat is fused with the user, they can speak the command word and cover or create an arm of flame or cold, only a single elemental arm can be selected at a time. When the selected arm is active in battle all melee attacks made with that arm the user can add a d4 of **Fire Damage** or **Cold Damage** to the damage.

While the selected elemental arm is active the user can, once per day, cast either **Wall of Fire** or **Armor of Agathys** set at level 4.

Notes: Damage: Fire, Damage: Cold

Apidingin

Version 1.00 (July 2023)

<https://www.dndbeyond.com/magic-items/6956957-apidingin>

Wondrous Item, unknown rarity

This being is that of another world, far from these planes, they are known as a Peralat more specifically a Weapon Peralat. The being exclaims that he was pulled away from his plane by this ancient evil being and got somewhat corrupted in its morals when it arrived on the Minarian plane.

The being explains the history of the Peralats: These creatures were created in the beginning from space rock that was fused from the magical auras that the Astral Sea brought to them, this created the Triumvirate. The Triumvirate are the first three created their names were Athoria, Peralat of Weapons, Porothos, Peralat of Shields, and Aramis, Peralat of Armor. These magical beings have been awake for nearly as long as the creation of the universe and contain immense knowledge. They then began to use part of themselves to create offspring and deviations of Weapons, Shields, and Armor and have been doing so for as long as they have been awake. This length of time they had shows that they have nearly all forms of deviations and unique combinations imaginable.

While the Peralat is fused with the user, they can speak the command word and cover or create an arm of flame or cold, only a single elemental arm can be selected at a time. When the selected arm is active in battle all melee attacks made with that arm the user can add a d4 of **Fire Damage** or **Cold Damage** to the damage.

While the selected elemental arm is active the user can, once per day, cast either **Wall of Fire** or **Armor of Agathys** set at level 4.

Notes: Damage: Cold, Damage: Fire